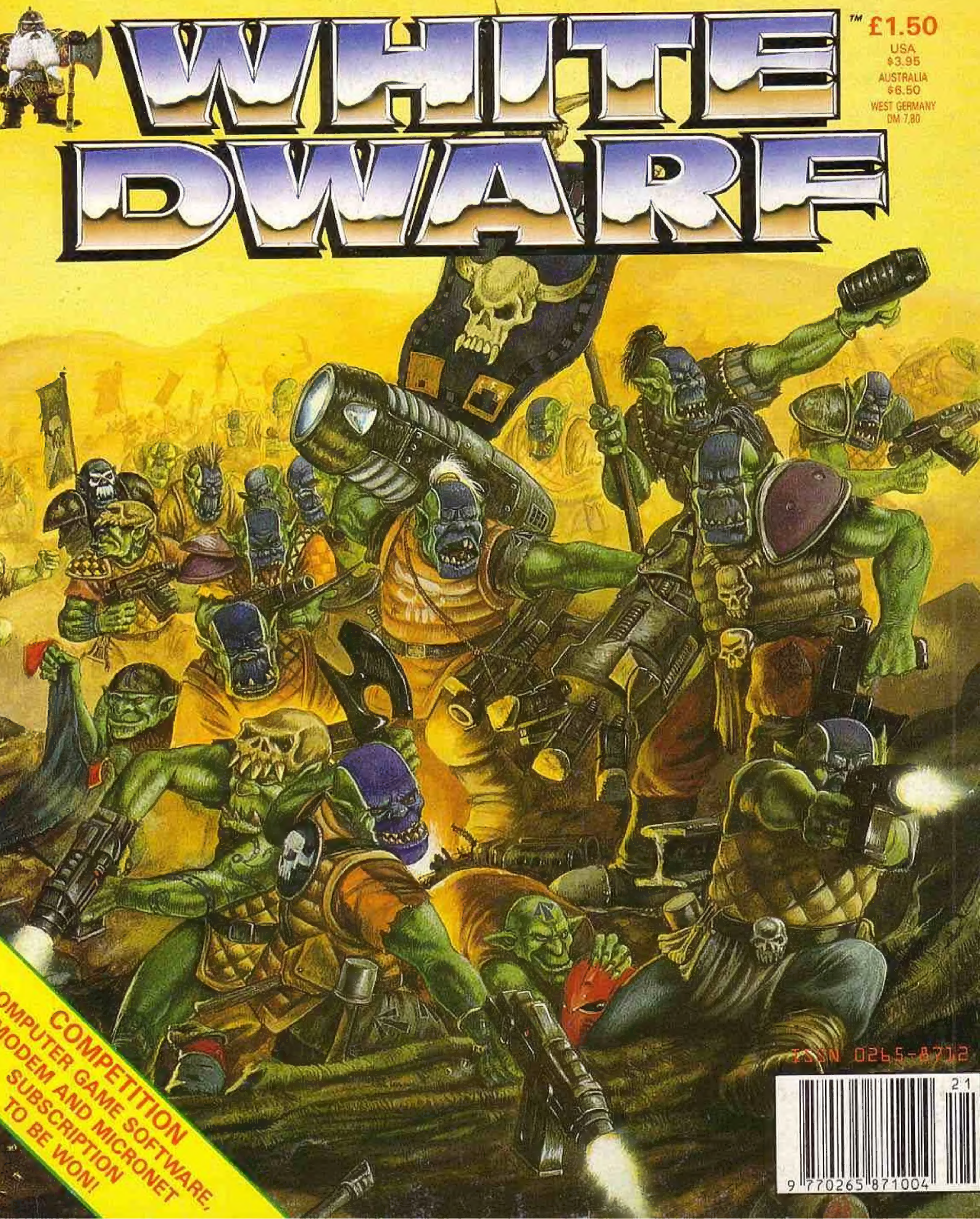


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MINIATURES

Karasashalla's Reavers, a Dark Elf army from the city of Ghag Hraef in the Western Mountains of Naggaroth, are one of the armies that saw action in the battle of Feiss Mabdon, when the Dark Elf race invaded the High Elven kingdoms of Ulthuan in a bid to reclaim the lands from which they had been banished. Under Karasashalla's unyielding command, these Dark Elves were among the first to attack the city and drive out Ghabhralla's Elven warriors.

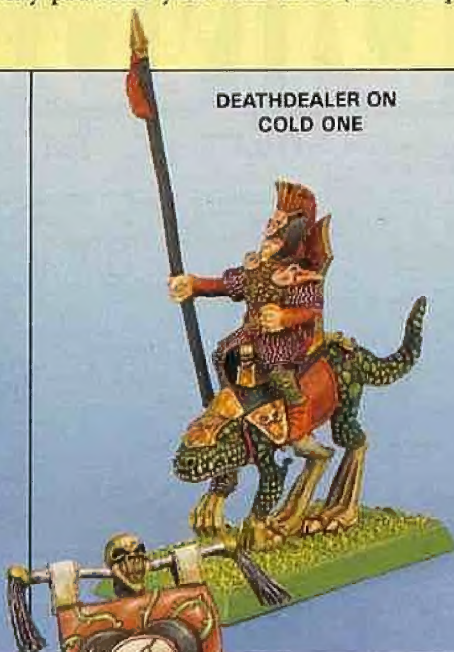
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This complete Dark Elf Warhammer army provides you with all of the compulsory troop types plus three Heroes to lead the army.

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CULTURE SHOCK

DEATH WING & GENESTEALER

The first expansion set for *Space Hulk* has just gone into production and should be on the shelves in the very near future. It's packed with new board sections, and contains a complete mission generation system and solo rules.

Death Wing is the name given to the Terminator squads of the Dark Angels as a whole, and the package includes colour schemes and iconography, new Terminator weapons and the complete Terminator force lists. The background section of the rules comprises of a 15,000 word novella by William King, whose work has already been published in *Wolf Riders* and *Ignorant Armies*. This tells the story of Cloud Runner, Captain of the Death Wing, and his return to his home planet to recruit new Marines. The story runs throughout the rulebook and forms the basis of a six-Mission campaign. And you can take on the role of Cloud Runner himself in the Solo Mission, and enter the Plains People's city to destroy the Genestealer's that have enslaved it.

With Death Wing now in production, work has begun on editing **Genestealer**, the second *Space Hulk* expansion, which will include some stunning plastic miniatures of Genestealer Hybrids and the Grey Knights, the Chapter of Space Marines attached to the Inquisition. The set will also include rules for psionic powers and more board sections.



Some of the plastic miniatures from *Genestealer*.

SHADES COMPETITION

We've got together with those nice people at Dialcom Direct to run a competition to win everything you need to start playing *Shades*, the multi-user computer adventure game that has you as its star (see the *Shades* ad elsewhere in this issue).

For obvious reasons, this competition is only open to UK residents. All you need to do to have a chance of winning is answer the following questions based on Games Workshop products:

1. What is another name for a Greater Daemon of Khorne?
 - A. Great Unclean One
 - B. Keeper of Secrets
 - C. Bloodthirster
 - D. Bloodletter
2. Who is the Head Coach of The Orcland Raiders
 - A. Cruel-Eye
 - B. Tomolandry the Undying
 - C. Gort Sever-limb
 - D. Mad Jake McDead
3. What is a Trollslayer?
 - A. A weapon's nickname
 - B. A type of Dwarf
 - C. A Blood Bowl position
 - D. An Imperial tank

Name
 Address
 Tel No
 Age
 Machine type

The prizes available to the winner are:

- A BABT approved GEC datachat modem
- Communications software
- Modem cable
- A six month subscription to Micronet
- £25 pounds worth of *Shades* play

The address to send your entries to is:

Shades Competition, Games Workshop, Chewton Street, Hilltop, Eastwood, Notts NG16 3HY

RULES: The competition is only open to residents of the UK. The closing date for entries is the 1st February 1990. The winner will be the first correct entry chosen at random from the correct entries received by the final closing date. The winner will be notified by post. The judges decision is final and no correspondence will be entered into. Employees of Games Workshop Ltd or Dialcom Direct, or their families may not enter.



BLOOD BOWL COMPANION

Work has now resumed on the **Blood Bowl Companion**. This major expansion to *Blood Bowl* features a wealth of information on running a Blood Bowl campaign, including Magic, Fans, Cheerleaders and Referees. All you keen Coaches out there better get your teams in training now.

EPIC BATTLES

The plastics department has also been hard at work on some great new epic scale miniatures. The new range of boxed sets will follow hot on the heels of *Eldar Legion* and *Ork Horde*, and will include *Squats*, *Imperial Guard* and new *Space Marines*. The exact contents are still to be finalised but one thing's for sure, each set will include hundreds of different models. Plans are in hand for plastic *Tarantulas*, *Thudd Guns*, *Squat Bikers*, *Robots*, *Terminators*, *assault troops*, *heavy weapon troops*, *Sentinels*, plus loads more. Each box is a complete army to bolster the forces of the Imperium against the rampaging aliens.

BOLT THROWER

The Bolt Thrower album, **Realm of Chaos**, is in your Games Workshop store now. Described in the music press as "the ultimate death metal LP" (Metal Force) and "aural hack 'n' crash" (Kerrang!), the album is the ideal way to introduce yourself to thrash metal music, and has the added bonus of some stunning Games Workshop imagery.

If you didn't get a chance to see the band as part of the Grindcrusher tour, then look out for them in the new year when they should be doing some gigs near you.

KARASASHALLA'S REAVERS

Karasashalla's Reavers, a Dark Elf army from the city of Ghag Hraef in the Western Mountains of Naggaroth, are one of the armies that saw action in the battle of Feiss Mabdon, when the Dark Elf race invaded the High Elven kingdoms of Ulthuan in a bid to reclaim the lands from which they had been banished. Under Karasashalla's unyielding command, these Dark Elves were among the first to attack the city and drive out Ghabhralla's Elven warriors.

On this occasion, as they had done so many times before, they used a simple but effective arrangement of troops. At the centre of the front line were the Witch Elves, screaming oaths to Khaine as they charged forward, supported by the Dark Elf warriors at either flank. Behind them, staggered so that they could fire between the units in front, advanced the crossbow regiments, ready to turn if the flanks were attacked. The Warhounds ran alongside the crossbows, thrown against any enemy units that strayed too close. Finally, the army's heroes - including Karasashalla himself - remained independent, providing assistance wherever it was needed.

This complete Dark Elf Warhammer army provides you with all of the compulsory troop types plus three Heroes to lead the army.

KARASASHALLA'S REAVERS (TOTAL POINTS VALUE 1988 pts)

Level 25 Hero. Wound Sword, Galvorn Armour, shield and Cold One mount.	306
Lvl 15 Hero. Light armour, shield, army standard (Battle Banner) and Cold One mount.	303
Level 20 Hero. Light armour and Frostblade.	195
Lvl 5 Champion. Light armour and cross-bow.	
9 x cross-bowmen. Light armour, cross-bows and standard.	183
Lvl 5 Champion. Light armour and repeating cross-bow.	
9 cross-bowmen. Light armour and repeating cross-bows.	180
Lvl 10 Champion. Heavy armour and shield.	
18 Warriors. Light armour, shields, standard (War Banner) and musical instrument.	348
Lvl 5 Champion. Heavy armour and 2-handed sword.	
19 Warriors. Light armour, shields and 2-handed weapons.	300
10 Witch Elves. Light armour and poisoned attacks.	130
2 Whelp Masters. 4 War hounds	42

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HEAVY METAL

The Ancient One, Phil Lewis, once again proves his worth with a dazzling array of new, old and scratch-built miniatures



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TERMINATOR CAPTAIN



BLOOD ANGEL TERMINATOR
WITH ASSAULT CANNON



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CHAMPION OF KHORNE



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CHAOS ALL-STARS
THROWER CONVERSION



CHAOS ALL-STARS GALMEN
GOREBLADE, STAR PLAYER



CHAOS ALL-STARS BLITZER,
SCRATCH BUILT



One of the most enjoyable aspects of the miniature painting and modelling hobby is the conversion of standard models into individual works of art. I've spent many happy hours with snips and file taking bits from one model and adding them to another. The Titans shown here are just a few examples of what I mean, as is the Terminator model.

The Warhammer 40,000 gang member on the other hand is my first attempt at building a model from scratch. After attempting this, my esteem for the Citadel designers doubled overnight.

JOHN BLANCHE



WARHOUND CONVERSION USING A REAVER'S HEAD



CONVERSION USING TERMINATOR ARM & REAVER CARAPACE



TWO REAVER'S BODIES BUTTED TOGETHER WITH EXTRA ARMAMENT



REAVER WITH WEAPONS BUILT DOWN FROM CARAPACE



40K GANG MEMBER



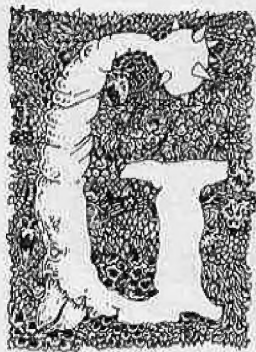
REAVER WITH WEAPONS BUILT ONTO CARAPACE



REAVER WITH TERMINATOR BADGE & SHIELD



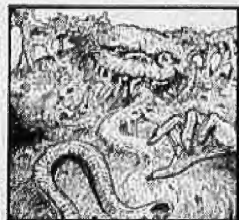
TERMINATOR CONVERSION



IFTS OF NURGLE

A Champion of Nurgle can refuse a Chaos Gift (except *Eye of God*) in favour of a randomly generated *Gift of Nurgle*. Once a Gift of Nurgle has been generated it cannot be refused, even if it is a Chaos Attribute. To invite the Power's wrath by attempting to refuse a Gift would be very foolish indeed!

01-06 FACE OF NURGLE



The Champion's face changes so that he now resembles the great Chaos Power Nurgle himself! His flesh becomes swollen and green, his eyes become distended, and his skin turns leprous and slimy. He acquires a long lolling tongue tipped with a tiny face. His unlovely appearance causes fear.

07-15 BITING TONGUE



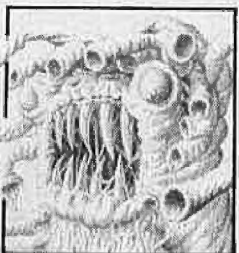
The Champion's tongue grows so that it is long, thick and cylindrical, and its tip develops a ring of snapping teeth. This confers a strength 4 bite attack. The Champion's tongue can retreat right into his body ready to shoot out and bite an unwary adversary.

16-20 FACE OF A PLAGUEBEARER



The Champion's face changes into that of a Plaguebearer. His skin turns green and putrid, his eyes merge into a single orb, and a horn sprouts from his forehead. When he charges into combat he has an extra gore attack during the first round with a +2 to hit bonus.

21-24 FACE OF A BEAST



The Champion's face changes into a mass of paralyzing tentacles like that of a Beast of Nurgle. This does not affect his sight or other senses. The Champion receives an extra D6 sucker attacks in hand-to-hand fighting. For each sucker hit roll a D6, if the score is more than the victim's toughness it is paralysed. Paralysed models are not killed, but can

do nothing for the remainder of the battle. The sticky paralyzing fluid released by the tentacles seeps through armour, so no armour saving throw is allowed.

25-30 IMMENSITY



The Champion grows and grows until his bulk forms a miniature version of Nurgle's own corpulent figure. The Champion's obese body gives him +1 toughness because it is so massive. His initiative is reduced by -1.

31-38 NURGLES ROT

The Champion becomes a carrier of *Nurgle's Rot*, the degenerative disease that turns living creatures into Plaguebearers. The Champion can pass the Rot on to his enemies in close combat, but does not suffer from its effects himself. If acquired a second or subsequent time, the Rot is passed on to a follower. Unlike Champions, these followers are affected by the disease.

39-44 HORNS OF NURGLE

The Champion grows a pair of spreading horns like those of Nurgle and the Great Unclean Ones. These twisted and down-curving horns are not used in combat and serve only to alter the Champion's appearance.

45-49 PLAGUE

The morbid energies of disease are Nurgle's most special gift. The Champion's body is consumed by disease and its energies channelled into Nurgle's service, creating fresh vigour from its own destruction. Roll a D6 to determine the nature of the affliction.

- 1 *The Death Dance*. The Champion shakes, twitches and throws quaking fits. His weapon skill and attacks are both reduced by -1.
- 2 *Bulging Eye*. The Champion's eyes bulge and become inflamed, his eyelids become fixed open, and sticky fluids drip down his cheeks. His bow skill is reduced by -1.
- 3 *Creeping Buboos*. The Champion's limbs and face are covered with huge boils which burst and leave running sores. His movement is reduced by -1.
- 4 *Crook Bone*. The Champion's limbs become twisted and crippled. He limps or hobbles about and his hands become rigid and claw-like. His strength and toughness are reduced by -1.
- 5 *Grey Ague*. The Champion's mind begins to rot within his skull. His head begins to split and weep putrescent matter writhing with small dark maggots. The Champion's leadership, intelligence, cool and will power are all reduced by -1.
- 6 *Green Pox*. The Champion becomes more and more wasted until he is little more than a walking skeleton. His skin becomes green and taut and his lips wither away revealing his teeth. The Champion's wounds are reduced by -1.

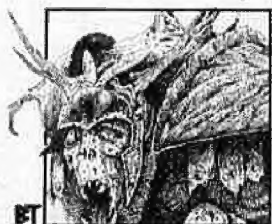
If a plague reduces wounds to zero the character is dead. If toughness is reduced to zero all hits will wound automatically. If strength falls to zero all attacks will fail to cause damage. A Champion gifted with several plagues cannot pass them on to a follower unless he receives the same plague twice.

50-57 HIDE OF NURGLE



The Champion's skin becomes green, necrotic and leathery. Numerous sores open all over his body. Tears or wounds remain raw and tattered and do not heal. A buzzing cloud of flies gathers around the Champion. In hand-to-hand combat all opponent's suffer a -1 to hit penalty due to the flies buzzing into their eyes, ears, mouths and nostrils.

58-63 CROSSBREED WITH BEAST



The Champion mutates into a hybrid creature so that he is half Beast of Nurgle. His head gains sticky tentacles while his lower body becomes slug-like. All of his characteristics change to the average value of his own and the Beast's profile, rounding fractions down to the nearest whole number.

The hybridized Champion retains all of his previous rewards. In addition he gains the suckers attacks described under *Face of a Beast* and he leaves a sticky trail behind him as described under *Trail of Slime*.

64-71 NURGLING INFESTATION



The Champion becomes the host of a group of small Nurglings. They live in the recesses of his armour and clothes, snuggling into his armpits and nestling in his hair. In hand-to-hand combat the Nurglings leap from the Champion's head and shoulders and clamber about his feet, biting and clawing at his enemy.

This counts as an extra strength 3 attack made by the Champion. The Nurglings cannot be attacked themselves, and any who are trampled or squashed in the combat are soon replaced. This gift may be acquired by the Champion more than once, and each subsequent infestation confers another attack. Alternatively, a second or subsequent gift can be passed on to a follower.

72-78 FAMILIAR

The Champion is gifted with a single corpulent Nurgling as his familiar. Roll to determine the familiar's type using a D100.



D100	Familiar
01-12	Combat
13-34	Magic Focus
35-56	Magic Power
57-78	Magic Spell
79-00	Magic Storage

Rules for familiars are given in the *Slaves to Darkness* volume of *Realm of Chaos*. A Champion may be gifted with several familiars.

79-84 TRAIL OF SLIME



The Champion leaves a trail of slime wherever he goes. The slime drips off his body or bubbles incontinently from him. Any model directly behind and within 4" of the Champion is adjudged to have stepped in the trail of slime and risks catching Nurgles Rot (see *Nurgles Rot*).

85-93 RUNE OF NURGLE

The fly rune of Nurgle appears on the Champion's forehead or some other prominent part of his body. The rune bursts forth like an inflammation and develops into a fly-shaped mass of boils or sores.

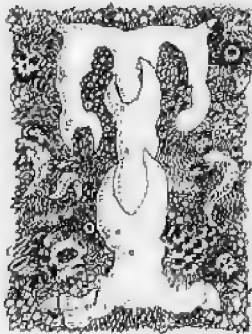


94-97 DAEMONIC NAME

Nurgle honours his Champion by granting him a daemonic True Name. Daemonic names and the generation tables for creating them are described in *Slaves to Darkness*. Second and subsequent rewards make the name longer and more impressive, reflecting the Champion's growing status in the eyes of Nurgle.

98-00 CHAOS ATTRIBUTE

Nurgle perversely awards his Champion with a random Chaos Attribute. Although arrived at as a Gift of Nurgle, this reward is a Chaos Attribute and counts as such when determining a Champion's fate under the *Eye of God*.



THE MAGIC OF NURGLE

Like all of the Chaos Powers, Nurgle possesses tremendous magical potential, some of which he uses to empower his Daemons. Nurgle is the source of the magical contagion known as *Nurgles Rot*, as well as the originator of the special spells described below.

THE SPELLS OF NURGLE

Those of Nurgle's Champions who can cast spells are able to use the special Spells of Nurgle described below. Great Unclean Ones and Plaguebearers can also cast these spells, and they may be gained in other ways as described later.

STENCH OF NURGLE

Spell Level: 1
Magic Points: 2
Magic Save: Yes

The *Stench of Nurgle* can only be used if the caster is engaged in hand-to-hand fighting, and it effects the nearest enemy model. A normal magic save is allowed to see if the spell takes effect. A target affected by the spell exudes a noxious smell of decay. This is so bad that all models within 6" of the target are almost overpowered by the stink, and they are unable to strike blows in subsequent rounds of hand-to-hand combat. However, they may defend themselves as normal. Only Daemons, Champions and Beastmen of Nurgle are unaffected by the odour. The affected model may be slain as a casualty during subsequent fighting. If the model is a rank-and-file trooper, casualties should be randomised amongst those troops fighting to determine whether he is slain. If the model is a Hero then his combat is worked out separately as normal. Once slain, the smelly character has no further effect.



MIASMA OF PESTILENCE

Spell Level: 2
Magic Points: 3
Magic Save: No

This spell affects the caster and creates a 6" radius *Miasma of Pestilence* around him. Any other model inside the zone has all the characteristics on his profile reduced by half rounding down (ie from 7 to 3). This does not affect Daemons, Champions, or Beastmen of Nurgle. The *Miasma of Pestilence* lasts until the caster is wounded, when it is immediately dispelled.

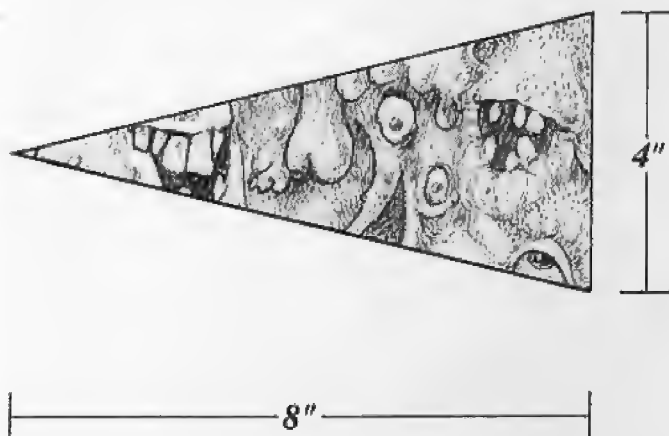
STREAM OF CORRUPTION

Spell Level: 3
 Magic Points: 7
 Range: 8"
 Magic Save: No

The *Stream of Corruption* is a stinking jet of putrid blood, pus, maggots, slime and other foulness. It forms a triangle 8" long and 4" broad at its end, as shown on the accompanying diagram. Make up a Stream of Corruption template to the design shown using card or paper. When the spell is used the template is positioned over the targets. Each model within the template must roll a D6 and consult the chart below.

Target's Initiative	Chokes to death on D6 score of:
1-4	4, 5 or 6
5-7	5 or 6
8-10	6

Models with high initiative characteristics stand a good chance of diving or ducking out of the way of the Stream. Other models are less lucky! Models which are unable to move for any reason are choked automatically. A Greater Daemon of any kind is not automatically slain on rolling the appropriate D6 score, but sustains D6 wounds instead.



PLAGUE WIND

Spell Level: 4
 Magic Points: 15
 Range: 24"
 Magic Save: No

The *Plague Wind* may be cast against any target unit within 24". It is accompanied by wind-carried moaning, insane laughter, and other sounds of death and delirium. Each model in the unit must test for *Nurgle's Rot*. The unit must then take an immediate rout test.

Kalem Tarnel Champion of Tzeentch, struck the head from the last of his adversaries. The creature's body fell to the floor and the leprous leathery orb rolled to his feet. His Warband gave a cheer and raised their swords in a proud salute of victory. The severed head glared at him malevolently with its single eye. The head bore no nose and a single horn grew from its pustulent forehead. Its teeth chartered strangely, as if unwilling to accept the biological inferences of sudden decapitation.

"The Warband of Gorak Champion of Nurgle is no more!" he cried. His followers cheered again. A small cloud of flies began to gather around the severed head.

The long fingers of Gorak Champion of Nurgle twitched spasmodically. His eyes fluttered open, and he saw Kalem Tarnel, his most hated enemy. He tried to move, but found he could not because the sword wound in his side hurt so abominably. Kalem Tarnel had left him for dead. He hadn't been far wrong either. Gorak smiled to himself and his fingers twitched again, but this time with purpose. He moaned softly as the power flowed through him.

The unexpected blast caught Kalem Tarnel's cloak and pulled him to the floor. The rest of his Warband failed to keep their footing and fell into a formless spluttering heap. The severed head rolled off, followed by its entourage of insects. Gorak had summoned a Plague Wind with his dying breath. It was both his final act and a parting gift to his old enemy and rival Kalem Tarnel. The wind howled like a banshee, driving something that tasted like bone dust into the eyes, ears and mouths of the Tzeentch Warband. A rumbling laughter filled the air, like the bellowing of some huge, enormously fat, but companionable old uncle. The spell passed over them one by one, catching the unlucky, missing others, and eventually fading with the wind itself.

NURGLES ROT

Nurgles Rot, often known simply as the Rot, is a terrible contagious disease which affects the victim's mortal body and his shadow-self or spirit. A person who dies from Nurgles Rot is turned into a Plaguebearer and becomes a servant of Nurgle himself. Nurgles Rot epitomises the core of Nurgle's ethos: suffering and overcoming suffering by great bravery and resolve. Those who contract the Rot often slay themselves in wreckless battle, hoping to die quickly and cleanly and by this means to avoid becoming a Plaguebearer.

CATCHING THE ROT

Nurgles Rot only affects mortals; it cannot affect Daemons of any kind or allegiance. It is passed on by physical contact such as hand-to-hand combat. Models engaged in combat against a Daemon of Nurgle risk catching the Rot. Victims can also catch the Rot as a result of a *Plague Wind* spell, touching a Death Head, treading in the slime-trail of a Beast, stepping into a sticky pool left by a Palanquin, or simply by being a Champion of Nurgle.

To determine if a victim has caught the Rot, roll a D6, and apply the following modifiers:

- +3 Engaged in combat with a Great Unclean One
- +2 Engaged in combat with a Plaguebearer
- 1 If victim is the Champion of another Chaos Power

If the result is 6 or more the victim has contracted the Rot with the following effects.

1. If the target is part of a unit, the entire unit must take an immediate rout test. If not part of a unit, the model must take a rout test.
2. A model which has the Rot may pass it on to other creatures it strikes in combat. Any model engaged against the victim can catch the Rot and must make the test described above.
3. The Rot cannot be cured or its progress halted in any way.



THE PROGRESS OF THE ROT

Nurgles Rot often takes several months to kill its victim. Victims who are Champions of other Chaos Powers, or members of the retinues of these Champions, may be 'retired' from future games on the grounds that they can no longer live safely alongside their fellow men.

Retiring victims may be simply dropped from the game, or if they are Champions they can undertake a special *Death Quest*. In a Death Quest the Champion and any affected members of his warband will seek out and fight an enemy warband. Models engaged in a Death Quest are immune to psychology and cannot be routed. If a Death Questing Champion pleases his Chaos patron he may be promoted to Daemonhood and thus saved from the Rot.

Unless a victim retires from a warband or goes on a Death Quest as described above, he risks passing the disease on to the other members. This applies both to warbands of Nurgle's Champions and to those of Champions of other Chaos Powers. A test must be made before each battle to determine if the disease has been passed on to anyone else. On the D6 roll of a 6 the disease has been passed on to another randomly determined member of the warband. This may include the warband's Champion if he does not already have the Rot.

The Rot progresses from battle to battle, starting with the first battle following contraction. The victim slowly begins to turn into a Plaguebearer, his appearance and profile starts to change, so that eventually he dies and is re-embodied in the Realm of Chaos as a Plaguebearer.

Battle	Effect
1	Skin becomes pale yellow-brown. Change characteristics to M=4/WS=5.
2	Green and purple blotches break out on the victim's skin. BS=5/Ld=10.
3	The skin begins to rot and a small cloud of flies gathers about him. S=4/CI=10.
4	A single horn sprouts from the victim's forehead. The model gains the Plaguebearer's additional horn attack when it charges. T=3.
5	The eyes start to grow together and the nose atrophies. I=6/Int=10.
6	The victim's feet grow into two huge claws. A=2 as per a Plaguebearer.
7	The victim's face and flesh dissolve into a mass of tissue. W=1/WP=10.
8	The victim finally dies and his shadow-self becomes one of Nurgle's Plaguebearers.

THE ROT AND CHAOS CHAMPIONS

A Champion of Nurgle who contracts Nurgles Rot is not personally affected by it. However, he can pass it on in hand-to-hand combat and it can be caught by members of his own retinue. A member of a Chaos Warband who already has the Rot could become a Champion if the original Champion is slain. Should this happen the progress of the Rot is halted at the stage it has already reached.

THE PALANQUIN OF NURGLE

Great Unclean Ones are Daemons with a sense of the dramatic. They enjoy the decorative trappings of power almost as much as they enjoy power itself. The Palanquin of Nurgle is an ornate and mobile throne that allows the Great Unclean One to be carried aloft by a tide of surging Nurglings. The tiny creatures propel the Palanquin wherever their master wishes. From his elevated position the Greater Daemon is able to speak to his slaves, or strike at his foes, confident that he will remain the centre of attention at all times. The Palanquin itself is decorated with mouldered finery, while the Great Daemon rider sits casually upon a mound of decaying cushions. Palanquins may also be gifted to Champions and Plaguebearers.

CLOUD OF FLIES

The Palanquin is surrounded by a cloud of flies which buzz and swarm around it. If the Palanquin is carried into hand-to-hand fighting the cloud of flies will buzz into the eyes and ears of all engaged enemy models, reducing their D6 to hit roll by -1. If the rider is a Plaguebearer, then his own cloud of flies merges with that of the Palanquin, but the combined effect is still to reduce the D6 to hit roll by -1.

The cloud of flies has another effect, for each insect embodies a tiny fraction of protective magic. The cloud thus represents a considerable protective spell. The palanquin and its rider cannot be affected by a magical spell of any kind. Both are affected normally by a hand-to-hand combat blow struck by a magical weapon, but not by spells cast by such a weapon.

MOVEMENT AND COMBAT

During a turn, the Palanquin moves up to 6" and can charge into combat just like any normal model, doubling its maximum movement to 12" as it does so. The rider can fight from the Palanquin and strike the enemy in any direction, whether they lie to the front, sides or rear. The Nurgling bearers also fight in hand-to-hand combat, automatically causing D6 hits with a strength of 3. The Nurgling bearers cannot be struck as such, indeed their very numbers would make this a futile business, but the Palanquin can be attacked. The attacker has the choice of striking blows or aiming missiles at either the rider or Palanquin. Blows against the Palanquin hit automatically. The Palanquin has a toughness of 5, and once it has sustained 3 wounds it is completely destroyed, dissolving into an unpleasant slippery mass along with its attendant Nurgling bearers.

STICKY POOLS

As the Nurgling bearers move across the battlefield, small pools of something unpleasant and sticky form behind the Palanquin. These pools of filth contain pus, excrement, urine and other foul substances which are produced by the Nurglings. The sheer quantity of Nurgling bearers makes these pools very dangerous! Roll a D6 when the Palanquin moves, and on the roll of 6 the Nurglings have produced a sticky pool as described. A sticky pool is represented on the games table by a card circle 1" in diameter. These pools remain in place for the remainder of the game. Any model moving over a sticky pool may be unfortunate enough to catch Nurgles Rot as described already under *Nurgles Rot*.

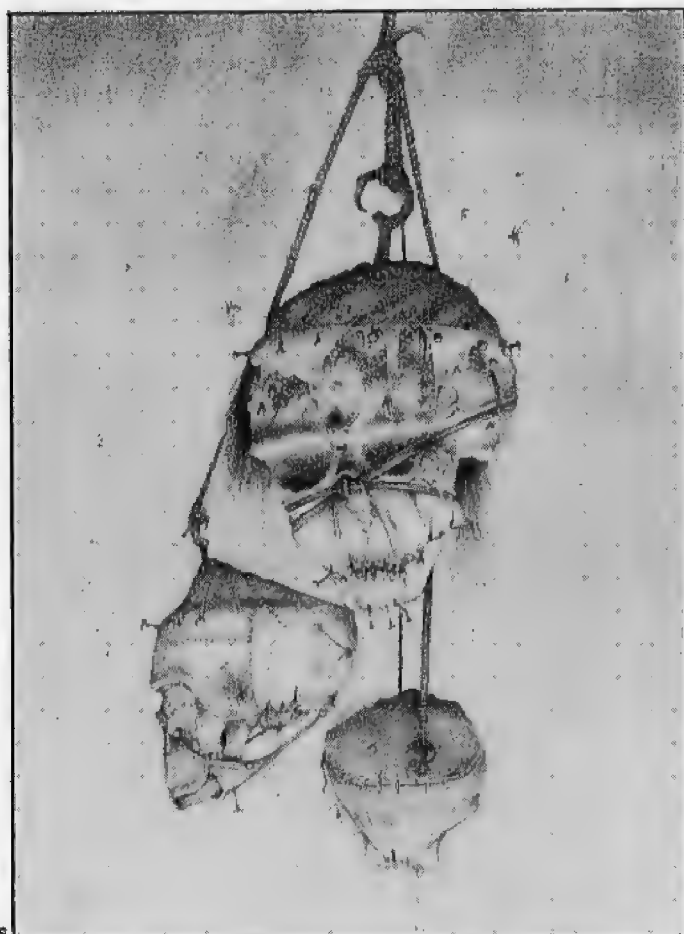


THE STAFF OF NURGLE

A Staff of Nurgle is a tall staff which is carved from either the branch of a cankered tree or the bones of a plague victim. The staff is decorated with complex organic carvings depicting the various malformities of nature. Staffs may also bear an appropriate carved emblem or figure, such as the image of a shrivelled leper, or the twisted face of a pox victim. A Staff of Nurgle may be gifted by Nurgle to his Champions if he thinks them worthy of the honour. Such is Nurgle's consideration for his slaves that he always tries to match the appearance of the staff to some especially interesting or impressive mutation or disease which the Champion has.

THE MAGIC OF THE STAFF

During the magic phase the bearer can point the Staff of Nurgle at any one model within 12". He can do this even if engaged in hand-to-hand combat and this does not affect his ability to fight normally. The target is entitled to its normal magic saving throw and is not affected by the staff if this is successful. If he fails the test, the victim suffers the full and unpleasant effects of the staff's magic. He erupts with a multitude of worms, larvae, maggots and other greasy wriggling things. This living mass spews from every orifice of the victim and forms a writhing pile around him. The victim is eventually consumed by these horrible things and killed, and a 1" diameter card circle placed on the table to represent the worm pile. This writhing mass remains for the rest of the battle, and will automatically attack and hit any model which moves over it, causing a single strength 5 hit. Any victim slain suffers the same fate as the staff's original victim, this time without the chance of a magic saving throw.



DEATH HEAD OF NURGLE

A Death Head is made from the skull of a former mortal worshipper of Nurgle. The more powerful the servant the better, so the head of a fallen Champion is the most highly favoured. The head is covered with wax mixed with blood to make it watertight. Pus drawn from a Great Unclean One is poured into the brain cavity and then sealed in with more wax. The result is a missile which will burst when it is thrown, scattering its noxious contents over the unfortunate enemy.

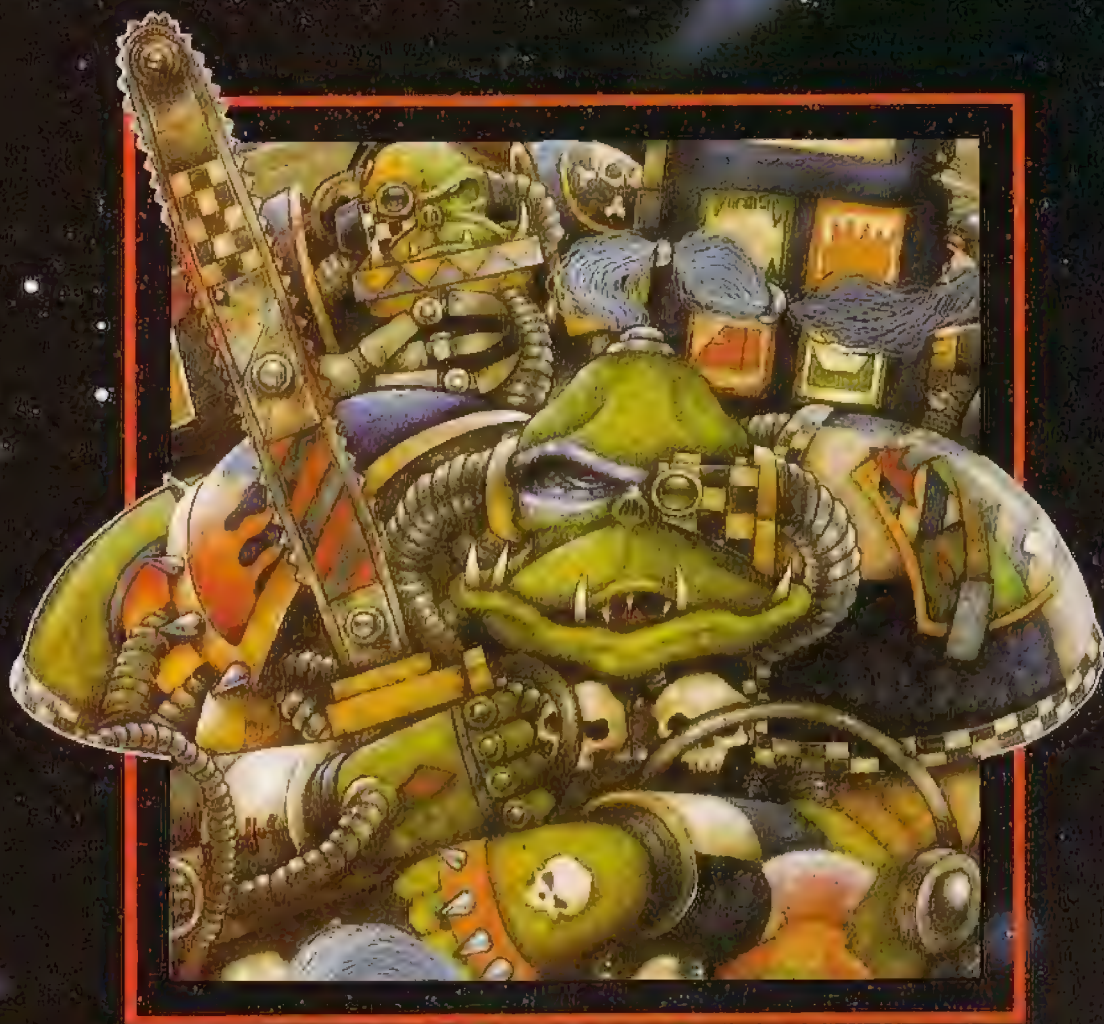
A Death Head can be thrown up to 6". It is represented by a circular card template with a 1" radius. All models within the template automatically contract Nurgles Rot - no test is taken, the victims contract the disease automatically.

Nostag, Champion of Nurgle looked at the Death Head. Once it had adorned the shoulders of Doras Varn, the most handsome of all Champions of Slaanesh. Nostag took a firm grip on the waxy orb, thinking as he did so how Doras' famous profile had lost much of its boyish charm. He lobbed the object high into the air, watching with satisfaction as it sailed into the enemy ranks.

The dark object span through the air and smashed onto the naked pate of Gorbam, Champion of Khorne, spattering blood and pus over his luckless followers. Gorbam reeled as the putrid stuff burned into his face.

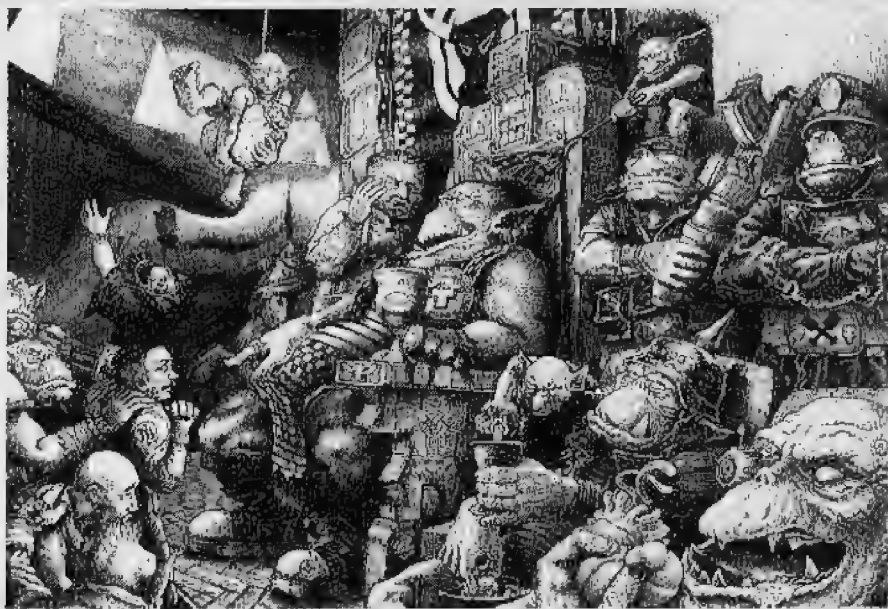
"Khorne," he cried, "Pity me!" But it was too late. He felt his flesh churning with the foul energy of the Death Head and knew he was doomed.

WAAARGH ORKS



Da Boyz are back! The cry *Waa-Ork* is shouted on a thousand worlds as the Orks rampage through the universe on their holy war. Smoke-belching Ork Gargants stamp across the battlefield, smashing all resistance and leaving a trail of destruction in their wake. Nobz control and direct their forces as the Boyz charge madly at the enemy, bolters blazing. Stormboyz march in precise ranks, Madboyz gibber and prance, Painboyz administer their own unique brand of *mendin'*. Great Battlewagons lurch over the ravaged landscape, escorted by flotillas of whooping Orks revving bikes and buggies. Behind the front, Weirdboyz channel the psychic energies of the battle-crazed army into blasts of pure psychic power. Huge herds of Gretchin and Snotlings are driven into enemy ranks to overwhelm them by sheer force of numbers alone. Surely, no other race in the universe loves war so much as the Orks.





Humans and other alien races live a wretched existence in Ork society, often chained to the great machines they are required to operate. Nevertheless, a rare slave will occasionally attain a position of trust and power by success fully acting as confidant and advisor to his master. Many Ork Warlords owe their success to trusted slaves. But these advisors are seldom in evidence at the Warlord's court; they are kept behind the scenes. It is much better if rivals and enemies credit the Warlord with all the know-how and genius - such a Warlord will be feared, respected and obeyed.



CLANZ

Dey iz loadsa clanz in da ooniverz, see? All of 'em 'cept one is proper Orkses, 'n' da ovver is proper Orkses too - 'cept fer bein' stinkin' ooman loving gits, dat is.

Known Ork clans include the *Goffz*, *Bad Moons*, *Death Skulls*, *Evil Sunz*, *Snake-Bites* and *Blood-Axes*. These are the most important and powerful clans that have been identified so far, though there are undoubtedly more clans of lesser importance. These clans, however, are the major Ork clans that have grown in strength simultaneously with Ork expansion into the galaxy. Wherever the Orks are to be found, one or more clans are represented among them. Most of the major clans are present in these cases, although one or two clans may be dominant in a particular locality or at a particular time. Over their long history, the Ork clans have become distinctive in both culture and character.



Here we wuz, pinned down by da zoggin' Humie skum, when Badfang sez "Ya figger dey gone yet?" "I dunno," I sez, "Why dontcha stick yer 'ed up and find out?" So he duz like I sez. Sure enuff, dey blows the top of 'is zoggin' 'ed off. Didn't stop Badfang though. He wuz one tough Ork. Got most the way to da Humie's foxhole 'fore a mine blew 'is legs from under 'im. He landed on top of dem, still snarling. Never seen dem 'perial boyz move so fast!

THE GOFFS

Biggest an' ugliest Orkses, loadsa Stormboyz an' Nobz. Dey fights 'and-to-and. None of dis sissy-stuff, 'anging back an' sneakin' like grotty Gretchin an' snivlin' Snotlin's. No uvver clan is as 'ard as da Goffz.

The Goffz are identified by their black gear and the clan totem, which is a black bull's head. This clan has the reputation of having the biggest, ugliest, meanest, and most ferocious Orks. Among the Ork warrior clans, the Goffz are specialists in hand-to-hand combat.





The Orks are the pinnacle of creation. For them, the great struggle is won. They have a society which knows no stress or angst. And who are we to judge them? Eldar have fallen prey to our own self-doubt, our doubts. Humans, their Empire besieged by Chaos. And why? Because we sought the answers to questions that an Ork wouldn't even bother to ask! We see a culture that is strong and despise it as crude.

-From *Culture vs Kultur: Thoughts on Orkish Society* by Uthan the Perverse, a controversial Eldar philosopher.

THE BAD MOONS ORKS

Da richboyz. Dey grow teef a lot an' faster den wot kan da uvver clanz, so dey iz richer den wot da uvver clanz iz, see? Loads a teef-snatshin Gretchin 'angin around 'em all da time. Loads a slaves an' all. Dey 'ave to spend it all on gear to flight off da uvver clanz wot wants to redisturbute der welf a bit. Dese boyz thinks dey iz clever, so der uvver Orkses feels sorry for 'em 'an knocks 'em on the 'ed to help 'em out a bit, know wot I mean?

The symbol of the Bad Moon Clan is a grimacing, yellow moon-face wrapped in a halo of black flames. The Bad Moon Clan are what passes for a merchant class in Ork society, buying, selling, swapping, and conning to get teeth.



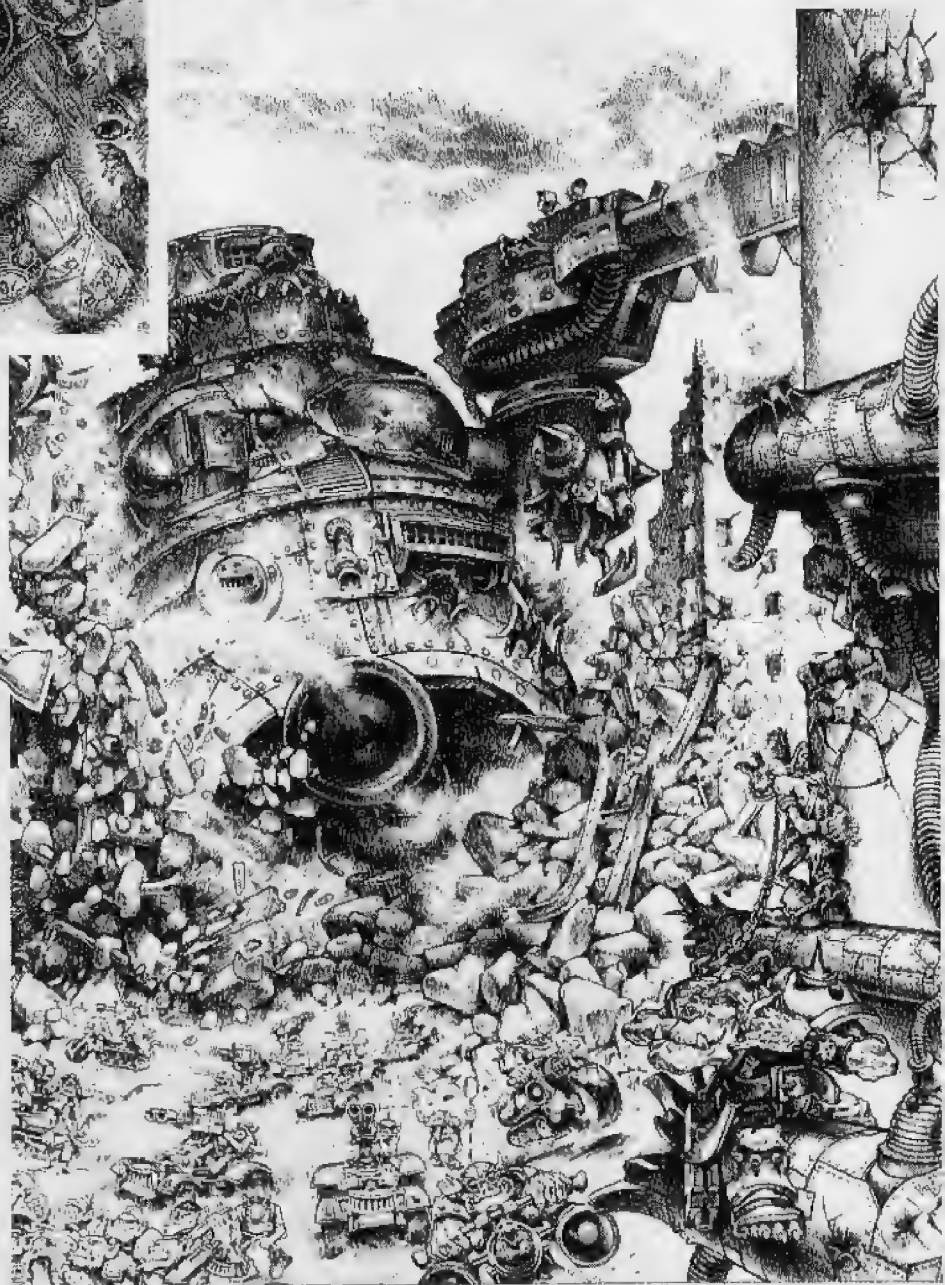
Ork Gargants: mighty machines formed in the image of the two Ork Gods, Gork and Mork. They are mostly built in the time of Waa-Ork, the Ork equivalent of a holy war, when the whole of Orkdome is gripped by a warlike fever, an irresistible racial impetus to migrate and conquer. Gargants epitomise the Orks' vision of themselves and their Gods - huge, cheerful, fearless and mindlessly violent. A Gargant is at once a living idol and a mighty engine of destruction. They lurch across the battlefield, laying a wake of smoking devastation all around them.



THE DEATH SKULL ORKS

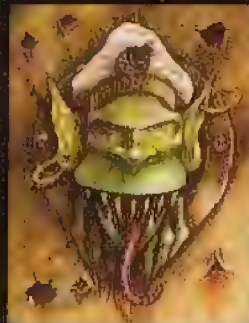
Da best looters in da 'ooniverse, dese is thievin' blighters wiv loads a runts and grots runnin' about nikk'n' stuff.

The Death Skull warriors are renowned as plunderers of the battlefield. After any slaughter or skirmish, they can be seen gleefully stripping the bodies of the slain and hacking off desirable items of armour and clothing. These oddments are used to augment the Death Skull warriors' already-bizarre battle gear.





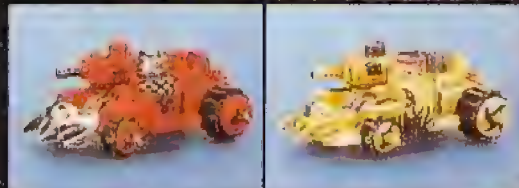
'GO GO GO' BAD MOON BATTLEWAGONS SPEED TO THE FRONT



As part of our huge range of Ork miniatures, we'll be releasing a number of metal and plastic Battlewagons, the heavily-armoured Ork tanks. There will be a highly-detailed plastic Battlewagon kit for *Warhammer 40,000*,

with conversion details and templates in *White Dwarf*. And there will be a range of metal Epic scale Battlewagons for *Space Marine*.

EPIC SCALE BATTLEWAGONS



BLOOD AX-MEK BOY



GOFF RUNTHERD



WARBOSS OF THE EVIL SUNZ CLAN



SNAKE-BITE NOB

As well as blister-packed Orks, we'll soon be releasing two boxed sets of metal Ork Citadel Miniatures, with plastic arms and weapons to allow a wide range of modelling poses. The Nobz box will give you a group of Boss-Orks, battle-hardened veterans armed entirely with heavy weapons. And there will be a box of Ork Specialists, such as Mekaniaks, Painboyz, Weirdboyz and Runtherdz.



'RED GOES FASTER' EPIC SCALE BATTLEWAGON



THE ULTIMATE FIGHTING ORK - THE NOB

Designed by Key Adams, Bob Olley, Bob Naismith and Dave Andrews, there will be an enormous range of metal and plastic Ork Citadel Miniatures, including Madboyz, Stormboyz, power-armoured Nobz, Mekz, War Lords, Weirdboyz, Heavy Weapon Orks, Bikers, Gretchin, Snotlings.

EPIC BATTLEWAGON



TRIBAL COALITION OF BAD MOON & EVIL SUNZ CLANS



ORK BOY USING PARTS FROM THE SPACE ORK SET



BAD MOON CLAN BIG BOSS



PLASTIC ORK WITH HEAVY WEAPON



PLASTIC ORK BOY

DA BOYZ ARE 'ERE!

The Space Orks boxed set gives you the core of an Ork army which can be expanded with metal personalities and specialists. The box contains 36 finely-detailed plastic Citadel Miniatures, with separate arms, heads, weapons and equipments to give you an infinite variety of modelling options.



PICTOGRAM TOTEM DECLARING A GOFF BOSS'S EXPLOITS



SPACE ORK SET - PLASTIC MINIATURES IN KIT FORM



ERE WE GO, 'ERE WE GO,
'ERE WE GO

E

Orks: a savage and brutal race who love war. The Orks have but one philosophy: might is always right. Whether on the giving or receiving end, none of the Ork kind ever doubt this for one moment.

*Dontcha luv da sound of fightin'?
Breakin' bones, rumblin' Gargants,
dem Humies screemin' fer mercy.
Musik to me zogg'n' ears!*



THE SNAKE-BITE ORKS

First they lets da snake bite 'em, den dey bites da head orf da snake; say it makes an Ork of ya. Dey is always lookin' fer somethink. Dese are Da Boyz who likes to hop on space bulks and go places and die inna warp.

The Snake-Bites rarely settle in one place for long. To the other Orks, the Snake-Bites always seem to be "lookin' fer somethink" and "wanderin' orf." They only stay on a planet long enough to get into a fight and then they're off again. Imperial scholars have speculated that this clan may be the last remnants of ancient Ork culture.



nest, guv, it's a nasty cut," said Dok Badbreff. "It's a nasty cut and infection might set in. So da safest fmg all round is just ter whip it off."

"An' wot am I serposed ter do after ya whips off me leg? 'Ow am I gonna boot me Gretchin? If I lift me foot ter kick 'em I'll all over." He lifted his wounded, heavily plinted leg to emphasise the point.

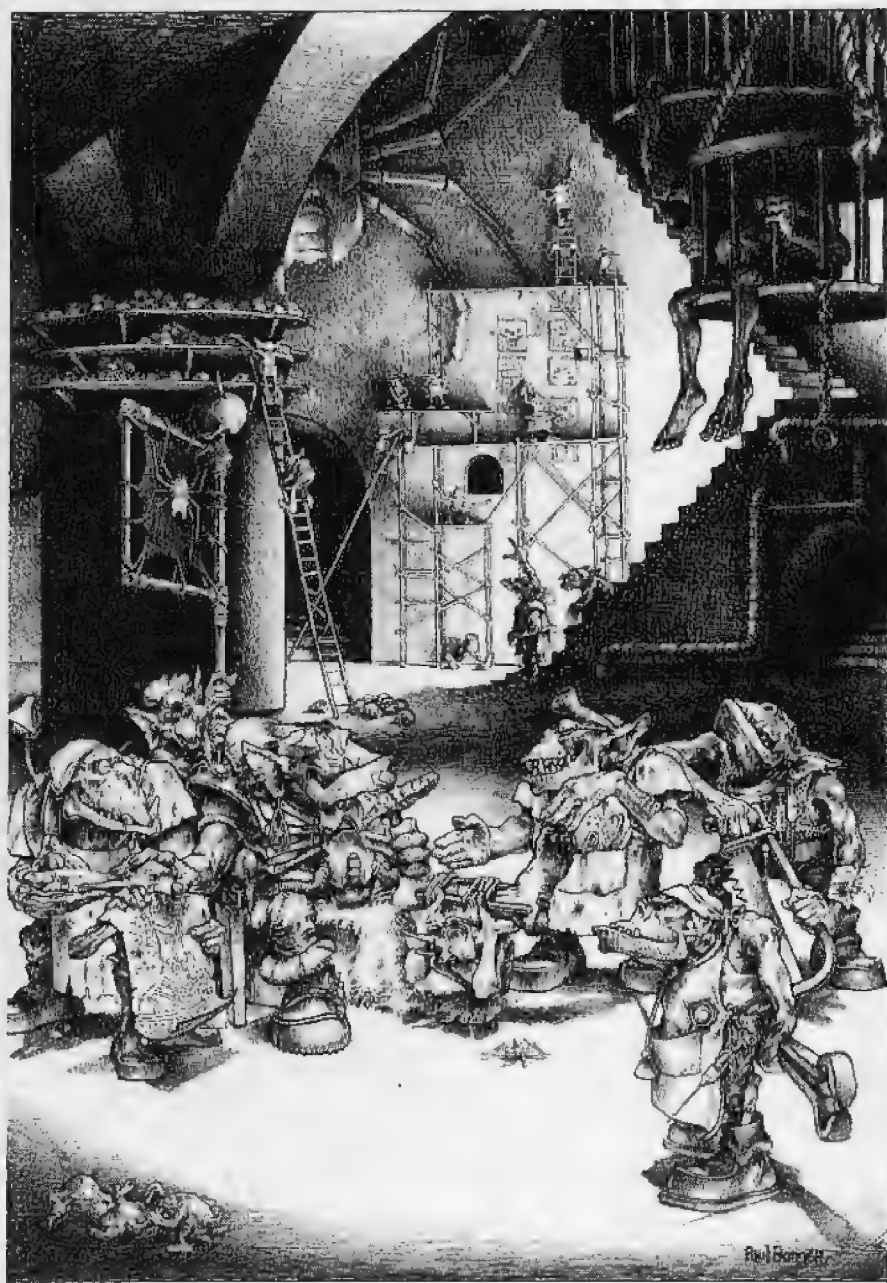
As always, Dok had the answer. "Snorra problem. We'll just give yer a new pionic leg. Latest design."



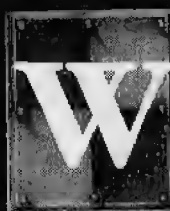
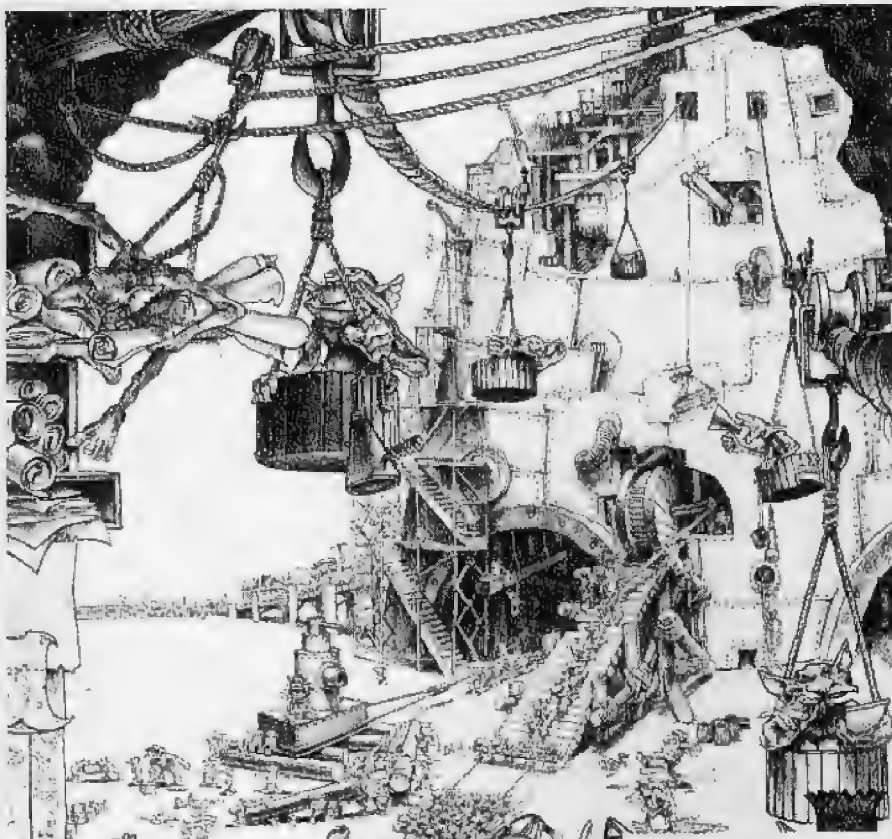
THE EVIL SUNZ ORKS

Da meanest an' kooliest Orkses, dese 'as loadsa mekboyz an' jalopies.

The totem of this clan is a blood-red ogryn face grinning out of a sunburst. Red is the colour that signifies an Ork of the Evil Sunz Clan. Members of this clan wear at least one item of clothing which is dyed red.



Paul Bonner



When a great Gargant-building project is under way, the word gets around to other Meks in the vicinity. Wherever they are, Meks begin constructing machines simply to transport themselves and their entourages of Gretchin slaves to the site. Some grind across the wastes in steam-powered tractors of immense size, others float across the mountains in balloons and airships or fly in gyrocopters. The site itself becomes like a buzzing swarm of disturbed insects. The work is accompanied by incessant clanging and hammering, the shouts of overseers, and the constant jabber of excited argument as the Meks continually debate the pros and cons of this or that last-minute modification.

THE BLOOD-AXES ORKS

Da stinkin 'doman lackeys an' skum. Some Orkses will do anyfink fer teef, an der Emperor's bin pullin der teef out of our slain boyz after a scrap. Nufink wrong in dat, cos we does it ourselves, know wot I mean, but bob-nobbin' wiv 'dommans, dat's difrunt; dead naf.

The Blood-Axe Clan is known by the sign of the blood-drenched axe. They are always at odds with every other clan, over and above the inevitable animosity and constant feuding of the Ork race.

The Ork Script

The Ork language is written in a form of runic script, which is actually, a mixture of glyphs and runes. The script is mainly used to indicate ownership, signify tribal affiliation, record battle honours, compile tribute lists, and perform other simple functions. The Orks have a strong oral tradition in which myths and legends are passed on by word of mouth. Consequently, Orks do not use writing for complicated texts, such as histories, ritual texts, or tactical manuals. Only the Meks, with their special jargons, attempt writing any of these. The Ork script is mainly used on vehicles, items of equipment, and banners.

The core of the script is comprised of a series of distinctive glyphs and runes that indicate clan, family, household, common Orkish concepts, and elements of Orkish names. This is augmented by phonetic runes, which can be used to write most Ork words, along with any alien names and loan words.





BAD MOONS



GOFFS



DEATH SKULLS



BLOOD AXES



EVIL SUNZ



SNAKE-BITES

CLAN BATTLE BANNERS



SPACE HULK

TRAITOR TERMINATORS

Rules for Marine versus Marine Battles

By Richard Halliwell

The Genestealer horde is but one of the many threats from which the Space Marines must protect the Imperium. Another foe Imperial forces must often battle are the minions of Chaos. Among the deadliest of these are creatures equipped with their own Terminator Armour: the nearly immortal Traitor Terminators, survivors of the Horus Heresy who fled to the Eye of Terror after the fall of Horus. Terminator versus Terminator battles are, if anything, even more tactically challenging than fighting Stealers, as now the Marines must face the fact that they too can come under fire.

The mission included uses *Space Hulk* floorplans and the new rooms and corridors in *Deathwing*.

WEAPONS

Blind Grenades

Many Terminators are equipped with grenade harnesses which can be used to fire a practically unlimited supply of blind grenades, which block LOS but have no other effects. These are very rarely used when fighting Stealers, as blocking LOS only hampers the Marines. In games where both sides are armed, the blind grenade comes into its own as both an offensive and defensive weapon.

Firing a blind grenade costs 1 AP and cannot be combined with movement. Blind grenades can only be targeted at adjacent board sections. The harness' design prohibits grenades from being fired at the firing model's section.

A blind grenade has no effect other than to block LOS in exactly the same way and for the same duration as a flamer hit. Models on the edge of the section can both fire out of and be targeted from outside of the section.



These are the new blind grenade markers, two each for the Imperial and the Traitor Marines. Before you begin to play, make several photocopies of these, cut them out and glue them to a sturdy piece of cardboard.

Flamers

When battling Genestealers, it is rare, but not unheard of, for a Marine to be killed by a flamer hit. In fights between Marines, the number of times that Marines are fired upon by flamers is vastly increased. For this reason, the rules have been slightly changed.

A heavy flamer now requires a score of 3 or more to remove a Terminator model. This rule change applies to all *Space Hulk* games.

A Marine who survives a flamer hit can move freely within that section or can leave it and move into an unaffected section. The Marine cannot move onto a different section if it, too, has taken a flamer hit.

LOS and Section Effect Weapons

The presence of a section effect marker - eg a flamer hit or blind grenade - on a board section means that LOS in or through that section is blocked, making it difficult for models to shoot each other.

It's not, however, completely blocked. LOS can be traced to the edges of the affected section, so that section can still be fired on by other section effect weapons. When a flamer shoots into a section already hit by a blind grenade or another flamer, the dice scores required to kill affected models are the same as normal.

Within an affected section, LOS isn't completely blocked. No matter how many section effect markers there are on a section, adjacent models can still shoot at each other and deliver close assault attacks.

Section effects last until the marker is removed at the end of the next enemy turn. Because of this, it is important to signify which markers were placed by which side, so that they can be removed at the correct time. The easiest way of doing this is for one player to place all his section effect markers face-up, while the other player places his face-down.

MARINE VS MARINE GAMES

THE TIMER

Both Imperial and Traitor Marine players have time limits on their turns. The time limits in Marine versus Marine games are longer than in traditional *Space Hulk* games because Human opponents are slightly slower than Stealers, giving commanders extra seconds of reaction time.

A player's time limit is based upon how many models he has remaining on the board at the end of his enemy's turn, and how many Sergeants and Captains are leading them. Use the table below to calculate the player's time limit. The thirty second penalty for a squad without a Sergeant applies regardless of how many Marines are left in that squad.

MARINE VS MARINE TIMER TABLE	
Marines in Play	Time Allowed
5 or less	2.00
6 - 10	3.00
11 - 15	4.00
16 - 20	5.00
Each Captain present + 0.30	
Each squad lacking a Sergeant - 0.30*	
*Absolute minimum time is 1.30	

Stopwatch

To play Marine versus Marine games, you need a timer that can serve as a stopwatch. You must be able to set a variable time limit and stop and restart the clock during play. Most digital timers can do this, as can many clocks and wristwatches.

Interrupting Play

The enemy player can interrupt a player's turn whenever he wishes to fire from overwatch, spend command points, dispute LOS. This is explained in greater detail below. The important thing is that when a player's turn is interrupted, he has the option of immediately taking the clock from his opponent and stopping the timer. The moment the interruption is over, he restarts the clock and quickly hands it back.

COMBAT

Overwatch

The rules for overwatch remain virtually unchanged, although both sides can now place their models into this firing mode. Remember, a model can only take an overwatch shot immediately after the target model has taken an action in that model's LOS and arc of fire.

Strictly speaking, you should stop the clock whenever an enemy model fires from overwatch. However, if the players are willing to co-operate and take their dice rolls quickly, there's no need to do so.

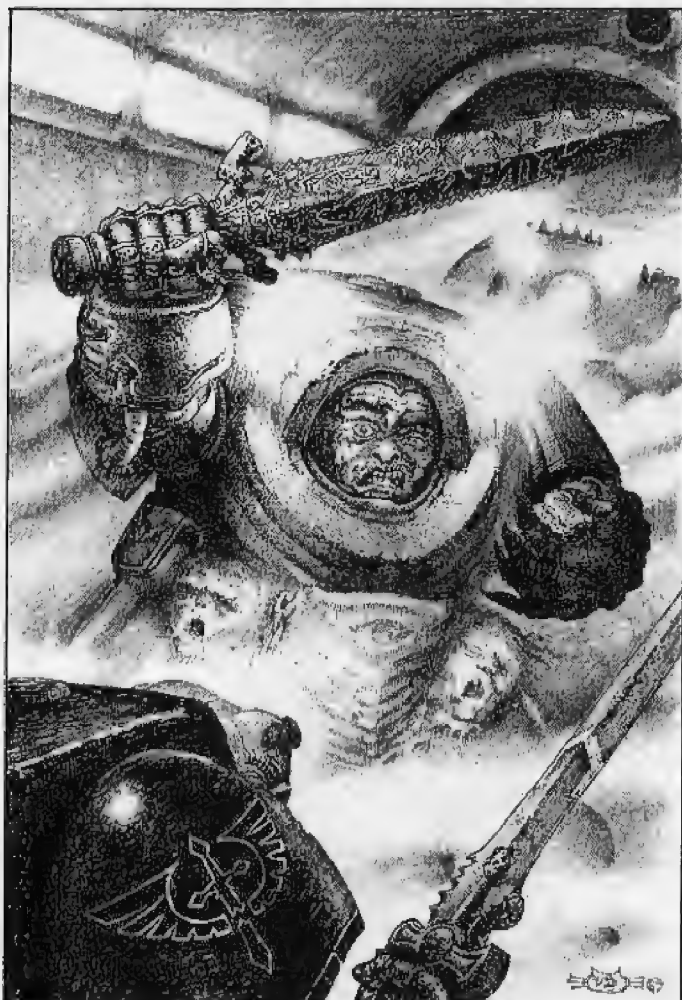
Also, models can never fire from overwatch in their own turn. If, during your turn, you spend CPs for a shot from a Marine you've already placed in overwatch, the overwatch is lost and the marker should be removed.

An important clarification to the *Space Hulk* overwatch rules is that overwatch does not actually take effect until the beginning of the enemy player's turn. This means that if, after a Marine is placed in overwatch, but before the end of that player's turn, an enemy model spends CPs to perform an action in that Marine's LOS and arc of fire, that Marine does not get to fire at the enemy model.

For example, the Imperial player places one of his models into overwatch. The Traitor player then uses some of his CPs to move one of his Marines into the Imperial Marine's LOS and arc of fire. The Imperial model does not get an overwatch shot at the Traitor. He has the option of spending his own CPs to fire at the enemy model, but if he does so, he loses his overwatch.

Move and Fire

Some weapons are allowed move and fire actions, as indicated on the reference sheet. These actions are far more important in Imperial versus Traitor situations than in fighting Stealers. Move and fire actions allow a Marine to move from behind a corner and fire at an enemy in overwatch *before* he gets to fire back.





COMMAND POINTS

Both players are given 1-6 command points, and the presence of a Captain adds +2 to the score, as usual. This will, of course, require an extra set of command chits. If you don't have another set, you can achieve the same effect by rolling a dice. An upended cup or cardboard screen can be used to conceal the command point score from the other player.

All the rules for using command points against Genestealers in *Space Hulk* apply to battles between Imperial and Traitor Marines as well. The only difference is that a player who interrupts his opponent's turn to spend CPs must stop the clock the moment he does so.

This means that a player dithering about how to spend his command points will essentially be giving his opponent more time to plan his actions for the rest of the turn. Quick decisions in this situation are vital if you are to maintain the pressure upon your opponent. With both sides being armed, players will find that command points are often most useful being spent on blocking LOS or moving out of the way of enemy fire.

MARINE ENTRY POINTS

Marine entry points are similar to Stealer entry areas - places where Marines can move into play.

Marines using a particular entry point should be lined up offboard next to that entry point, in the order they are going to move into play. The Marine player can break up and rearrange his squads in whichever way he sees fit.

Moving onto the board costs 1 AP. Marines don't have to move into play if they don't want to. They can 'lurk' offboard for as long as they wish, just like Genestealers. Marines, however, are never forced to lurk.

Enemy models aren't allowed to stand on a square next to an entry point. Also, when offboard Marines move into play, they are allowed a move and fire action.

TURN SEQUENCE

The game proceeds in alternate turns, just like in a standard *Space Hulk* game. Now, however, the two turns are identical. Flip a coin to see which player begins the game. The turn sequence is:

1 Command Phase

See *Space Hulk*.

2 Marine Actions Phase

As in *Space Hulk*. Once you have finished with your move or time has run out, start the endphase. From this point on, you are giving your opponent time to plan his move, so try to complete the next two phases as quickly as you can.

3 Endphase

Remove any enemy section effect markers. These will have been placed in the enemy's last turn.

4 Timing Phase

Quickly calculate the time limit for your opponent's turn. Set and start the timer.

CONTRACT REVOKED

Background

Contract Revoked is set in a top-secret Inquisition Librarium situated in a small, self-sufficient space station hidden well within an asteroid belt circling a remote, unpopulated star. Its ancient library contains some of the Inquisition's most valuable and dangerous volumes on the workings of Chaos. The information they contain is so powerful that only one copy of each is kept.

Over the millennia, the hand-written volumes have been regularly replaced by new copies meticulously drawn by the Librarium's scribes. Decades ago one such scribe, Brother Jacques, turned toward the seductive power of Chaos and began to study the ancient works for their own evil sake. He was soon discovered by his superiors, but managed to avoid capture by hastily making a pact with the Great Unclean One Maggotgurgle Pukeslime.

Jacques pledged the Daemon his soul in exchange for escape and subsequent power. A written copy of the contract itself was hidden away in the Librarium, encoded deep within one of the thousands of books. Jacques' plan worked. Once away, he fled into the Eye of Terror and the eager arms of his Nurglesque overlord.

The game begins with Jacques' return to the Librarium where his fall from honour began. Pukeslime, by way of a sinister joke, has given the ex-scribe an opportunity to win back the right to his soul. All he has to do is recover the book within which the original contract lies, destroy the Librarium's other volumes and escape the outpost alive. To aid Jacques in his mission, the Great Unclean One has provided him with a suit of Terminator Armour and two full squads of Traitor Terminators.

With such a powerful force at his disposal, Jacques is expecting to encounter little or no resistance. After all, the few aged scribes that were residing there when he left could provide no match for fifteen Death Guard Terminators. But unknown to the traitor, the Inquisition had guessed that he would return.

Since Jacques' disappearance, a special Honour Guard composed of the best Terminators from each of four different Space Marine Chapters has been posted at the station. Pukeslime, of course, knew this when he challenged the ex-scribe to free himself from his obligation.

Brother Jacques didn't discover the Marines' presence until he and his Traitor Terminators arrived at the Librarium. He now faces a desperate battle against some of the finest warriors the Imperium has to offer. And if he fails, he forfeits all.

Objectives

The terms of Jacques' deal with Pukeslime are very specific. To revoke his contract, he must find it, torch the library, and then escape. To locate the book containing the contract, Jacques himself must search the Librarium. Once he's found the book, the Librarium's other volumes must be thoroughly burned. Of course, all of this means nothing to him unless he manages to get away.

Forces

Imperial:

The Honour Guard consists of four squads, although only Squad Amael is in play at the start of the game:

Squad Amael of the Blood Angels

- 1 Sergeant with storm bolter and power glove.
- 4 Marines with storm bolters and power gloves.

The remaining squads enter play as outlined below in *Deployment*. These squads are:

Squad Benedict of the the Ultramarines

- 1 Sergeant with storm bolter and power glove.
- 1 Marine with assault cannon and power glove.
- 3 Marines with storm bolters and power gloves.

Squad Hezekiah of the Dark Angel's Deathwing

- 1 Sergeant with storm bolter and power glove.
- 1 Marine with lightning claws.
- 1 Marine with thunder hammer and storm shield.
- 2 Marines with storm bolters and power gloves.

Squad Dante of the Salamanders

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 1 Marine with assault cannon and power glove
- 1 Marine with flamer and power glove
- 2 Marines with storm bolters and power gloves

Each Marine in all four squads is equipped with a grenade harness firing blind grenades.

Traitor:

The entire Traitor force begins the game in play. It comprises fifteen Death Guard Terminators.

Brother Jacques

- 1 Marine with storm bolter and power glove.

Squad Pestilato

- 1 Captain with storm bolter, power sword and power glove with grenade launcher.
- 2 Marines with assault cannon and power gloves.
- 1 Marine with flamer and power glove.
- 3 Marines with storm bolters and power gloves.

Squad Bubonicus

- 1 Sergeant with storm bolter and power glove
- 1 Marine with assault cannon and power glove
- 1 Marine with flamer and power glove
- 4 Marines with storm bolters and power gloves.

Each of the Traitors is equipped with a grenade harness firing blind grenades.

Deployment

Imperial: Squad Amael should be deployed anywhere in the concourse, with any facing the Imperial player wishes. These Marines may start the game in overwatch at no points cost.

The three remaining Marine squads arrive later in the game via the Marine entry points. There are total of ten entry points arranged in clusters on three different sides of the map. The Imperial player must assign one squad to each cluster before the game starts.

Before the beginning of the game, determine when the Imperial reinforcement squads arrive. The Traitor player rolls a D6 for each of the three squads and refers to the table below.

IMPERIAL SQUAD ENTRY TURN TABLE	
Score	Squad enters play on Imperial Turn
1 - 2	5
3 - 4	6
5 - 6	7

Traitor: The Traitor player must set up his forces on the four marked entry corridors shown on the map. He can break up his squads and arrange them in any order he desires.

Victory

If Jacques manages to fulfill all three conditions of Pukeslime's challenge - recovering his hidden contract, burning the Librarium and escaping - the Traitor player wins. To escape, Jacques must leave the board via one of the corridors through which his forces entered play. The game ends immediately thereafter, as the fate of the remaining Traitor Terminators is immaterial. Any other result is an Imperial victory.

Special Rules

Doors

The doors have security locks, and only the Imperial Marines can open or close them, at the usual cost of 1 AP. Traitor Marines have to shoot the doors down if they wish to pass through them.

The Book

To search for the volume containing the encoded contract, Jacques must be in a square next to a wall in the Librarium, although he need not be facing the wall. Searching costs 4 APs. Jacques may search the room as many times each turn as he likes, provided the Traitor player has enough APs or CPs to pay for each attempt.

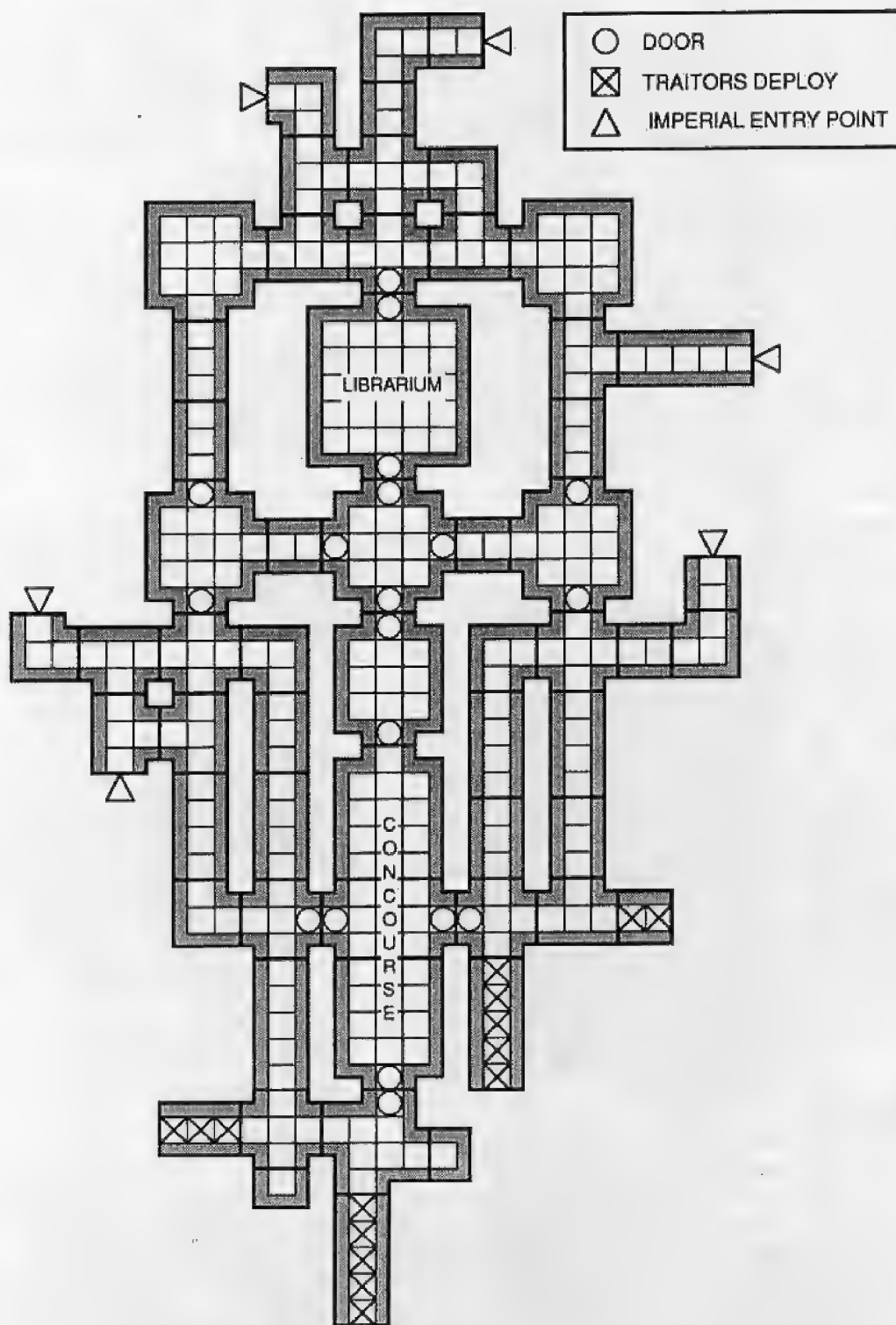
Each time Jacques searches the room, the Traitor player rolls a dice. The score required to find the book on the first attempt is a six. On the second, he needs a five. On the third try, he needs a four, and so on, down to an automatic success on the fifth attempt.

Once Jacques has found the book, he stuffs it into a durable, fireproof bag slung around his shoulder. This action costs him no APs, and carrying the bag - full or not - has no effect upon his movement, shooting or close assault. The bag cannot be dropped, damaged or taken from Jacques in any way.

The Librarium

Any flamer shooting into, out of, or through the Librarium section automatically ignites a fire. The same thing will happen if a plasma grenade from a Captain's grenade launcher is fired into the room.





Should this happen, place a spare flamer hit marker in the room. This fire blazes for the rest of the game. It blocks LOS, but is nowhere near hot enough to harm the Terminators. The room can still be moved through normally after the standard effects of the igniting weapon charge wear off.

The Imperial player is not allowed to torch the Librarium, and so cannot take a shot which would result in that happening. If he accidentally attempts to do so, the Marine given the order to fire refuses to shoot and the APs are wasted.

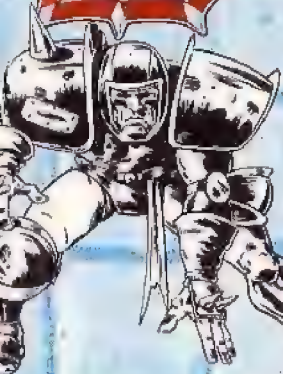
Setting fire to the Librarium is part of Jacques' victory conditions. However, if the Traitor player accidentally torches the Librarium before recovering the contract, the game ends immediately as the Imperial player has won.

Once Jacques has the book, the Traitors need to set the Librarium ablaze, as outlined above. If the Traitor player has no suitably armed models, or if those models have run out of the necessary ammunition, he automatically loses the game.

Starting the Game

- 1 Lay out the board and assemble the forces.
- 2 Deploy Traitor forces.
- 3 Deploy the first Imperial squad and place any overwatch counters.
- 4 Deploy the remaining Imperial squads and dice for when they each arrive.

BLOOD BOWL

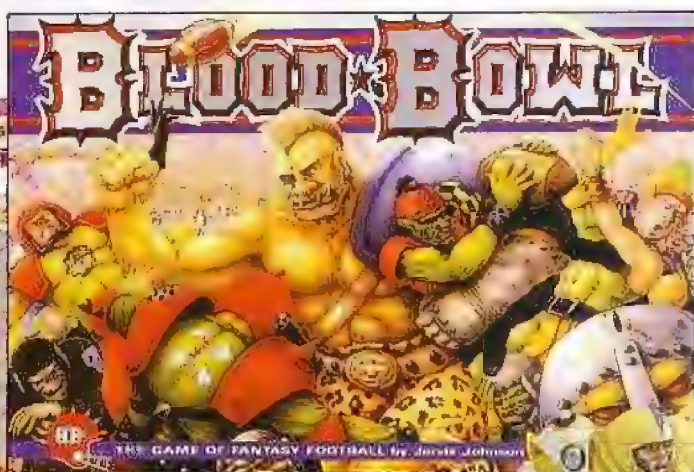


The Old World is a dangerous place. Wars are commonplace, and there are always bloody struggles taking place in the dark forests that smother the land.

For many people such violence is a way of life. Some sign up as soon as they are able, and travel to far distant lands to fight for king and country. Others adopt the adventuring life seeking excitement and unimaginable treasures. But the really mean play Blood Bowl.

Blood Bowl, the game of fantasy football, and its underground variant, Dungeonbowl, terrify even the most seasoned warriors. Men who have seen friends hacked apart go to pieces when they witness a Blood Bowl tackle. They simply cannot bear to watch the utter brutality a Blood Bowl player dishes out on his opponents.

But there's more to Blood Bowl than hitting your opponents - the teams are trying to score Touchdowns. That's why the team members have to be skilled sportsmen, as well as killing machines. After all, the team that wins the Blood Bowl or Dungeonbowl Trophy does so by scoring the most Touchdowns, rather than obliterating every other team in the league - although some Coaches, and most of the fans, insist that the second way is preferable.



Blood Bowl is the Old World's most violent sport, bringing two teams of highly-skilled psychopaths into conflict in the name of entertainment. Coach the heroes of the Astrogranite as they bludgeon their opponents into submission on their way towards the Blood Bowl Trophy and ultimate victory.

Blood Bowl's contents include 32 plastic Citadel Miniatures, an expanded polystyrene playing field, a rulebook and a guide to the history of the game.

CITADEL MINIATURES™



Citadel Miniatures' range of metal and plastic Blood Bowl miniatures allow you to field teams from all the races of the Old World. The range includes Star Players, Referees, Cheerleaders and even Dwarfen Secret Weapons!

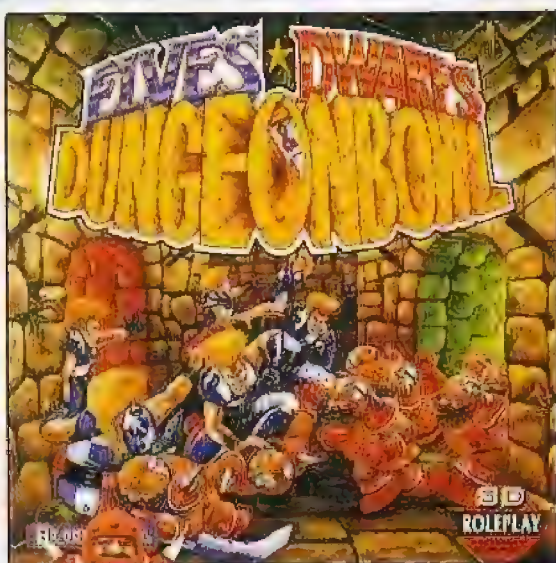


All Citadel miniatures are supplied unpainted.



Among the hundreds of players in the Old World, there are a few who stand out above the rest - Star Players. *Star Players* contains full rules for generating these all-time greats and their skills, as well as details of a dozen Blood Bowl races and the teams they field. The *Blood Bowl Companion* gives you all the information you'll need to run a Blood Bowl campaign - from the Crush to the ultimate accolade of being the top team in the Old World. The *Blood Bowl Companion* also features the teams' Fans and Cheerleaders, as well as full rules for magic on the Blood Bowl field.

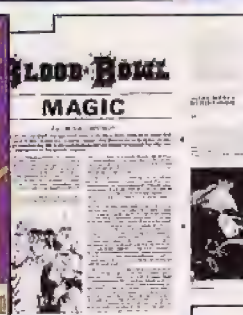
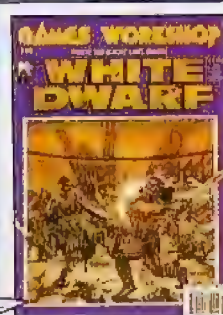
The *Citadel Catalogue* is packed with hundreds of photos of Citadel's enormous range of miniatures. The catalogue is updated monthly with new pages printed in *White Dwarf* magazine.



Dungeonbowl is played in a similar way to Blood Bowl - only deep below the ground, in a dark, oppressive dungeon packed full of exploding chests and unpredictable teleporters.

Elves, Dwarfs & Dungeonbowl includes 32 plastic Citadel Miniatures and Dwarf teams - plus interchangeable floor plans for laying out the dungeon.

THIS IS NOT A COMPLETE GAME. YOU WILL NEED A COPY OF BLOOD BOWL TO PLAY DUNGEONBOWL



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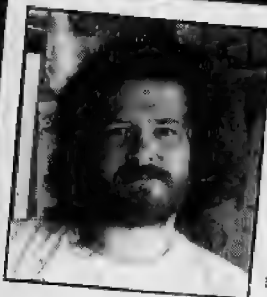
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KEV WALKER



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JOBS: Packaging at Games Workshop, Waddingtons,

2,000 A.D., other freelance work such as the Tallion LP Star Trek

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INFLUENCES: A plethora of artists including Ian Miller, Rodney Matthews and contemporary comic artists

MUSIC: Loud

FILMS: Aliens, Star Wars,

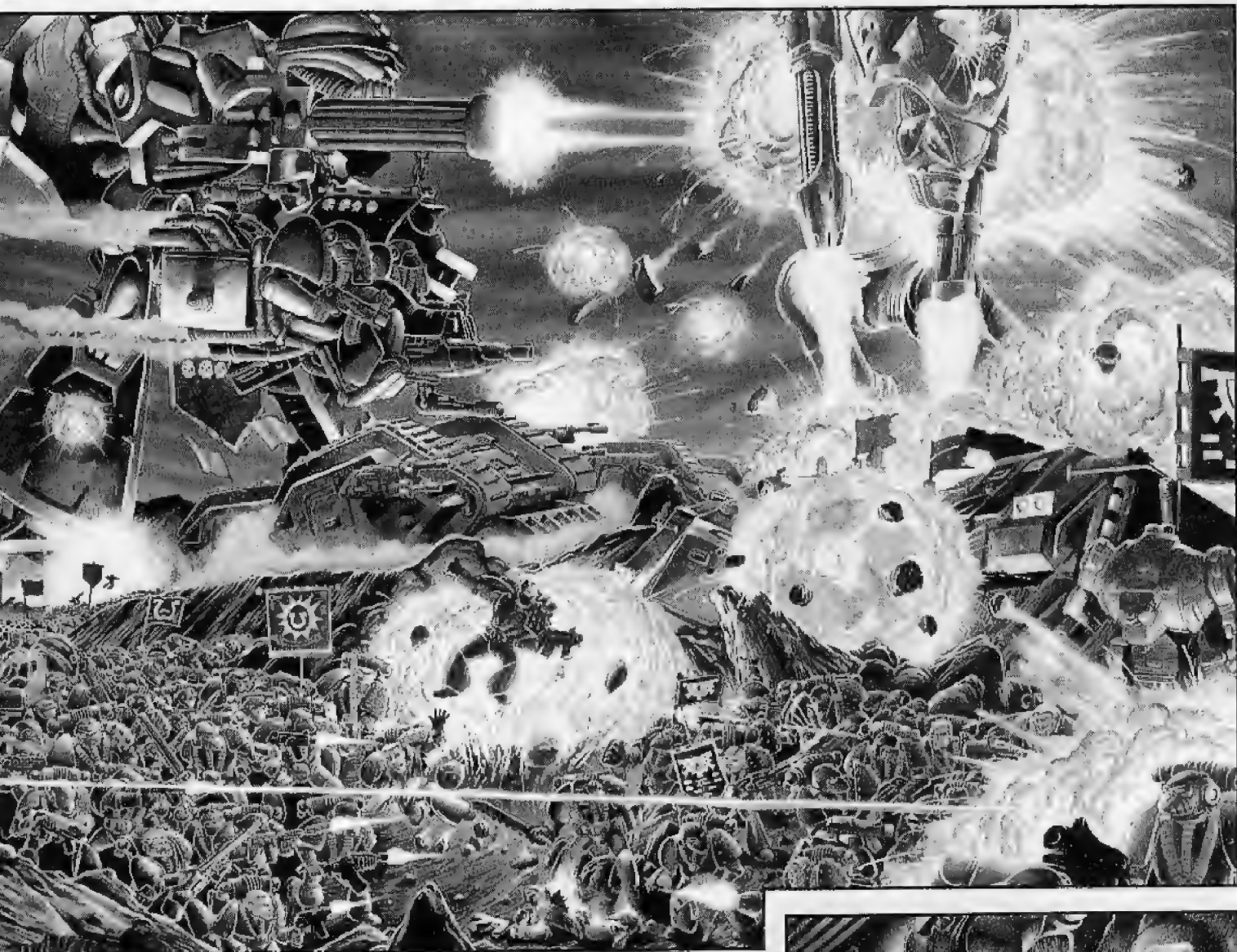
BOOKS: Piers Anthony, Pratchett, Eddings

FOOD: Chinese

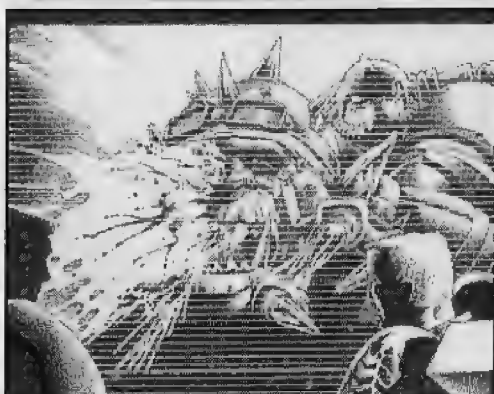
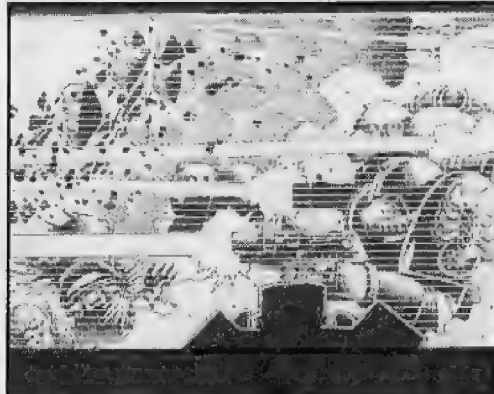
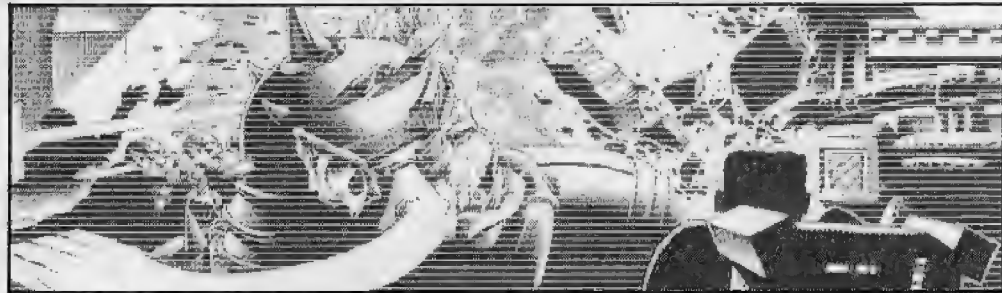
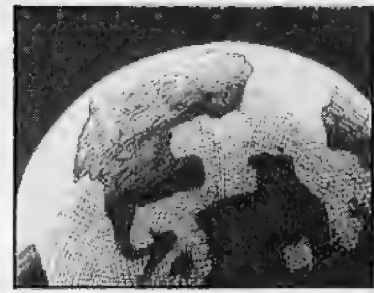
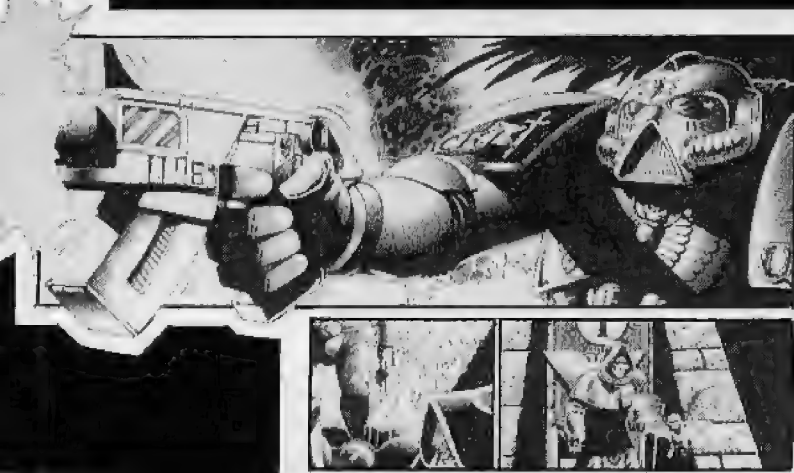
You may have seen this hirsute Yorkshire man displaying his work at the previous two Golden Demon Art Exhibitions. You will have certainly seen his work within these pages and other Games Workshop products. His Epic Titan illustrations epitomise the power of the Warhammer 40,000 universe. His clean graphic style gives his pictures a dynamic quality not often seen outside the comic genre. The good news is that Kevin has joined the Games Workshop team on a permanent basis making what must be the most unique and talented team I know.



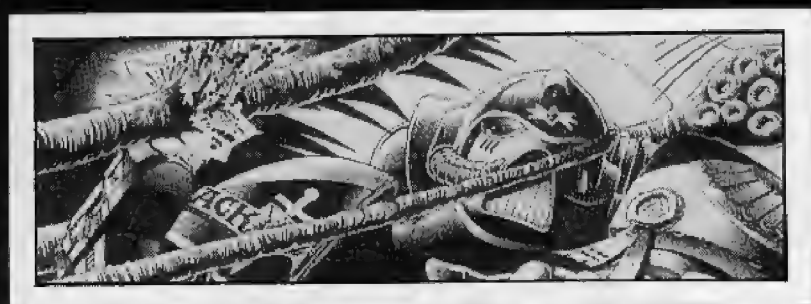
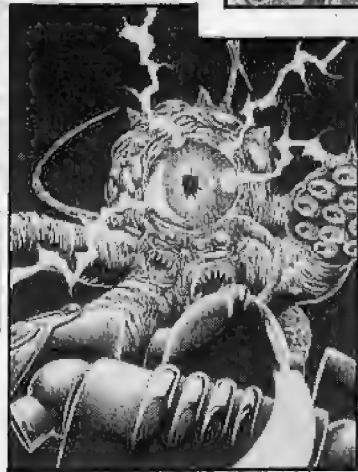
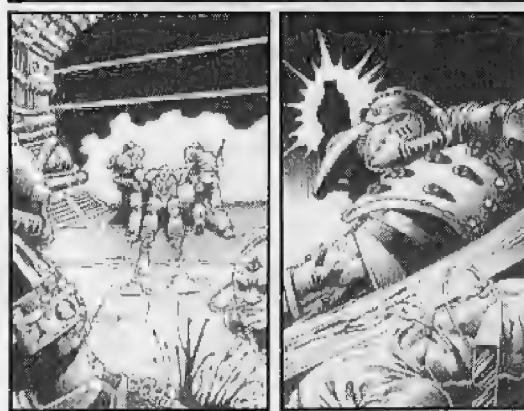
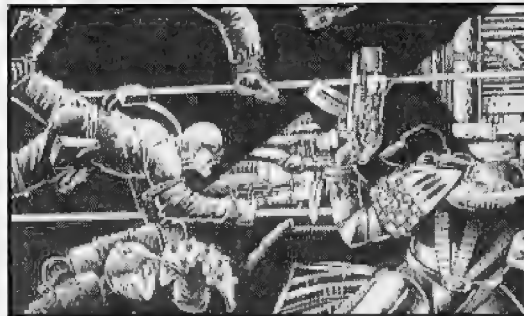
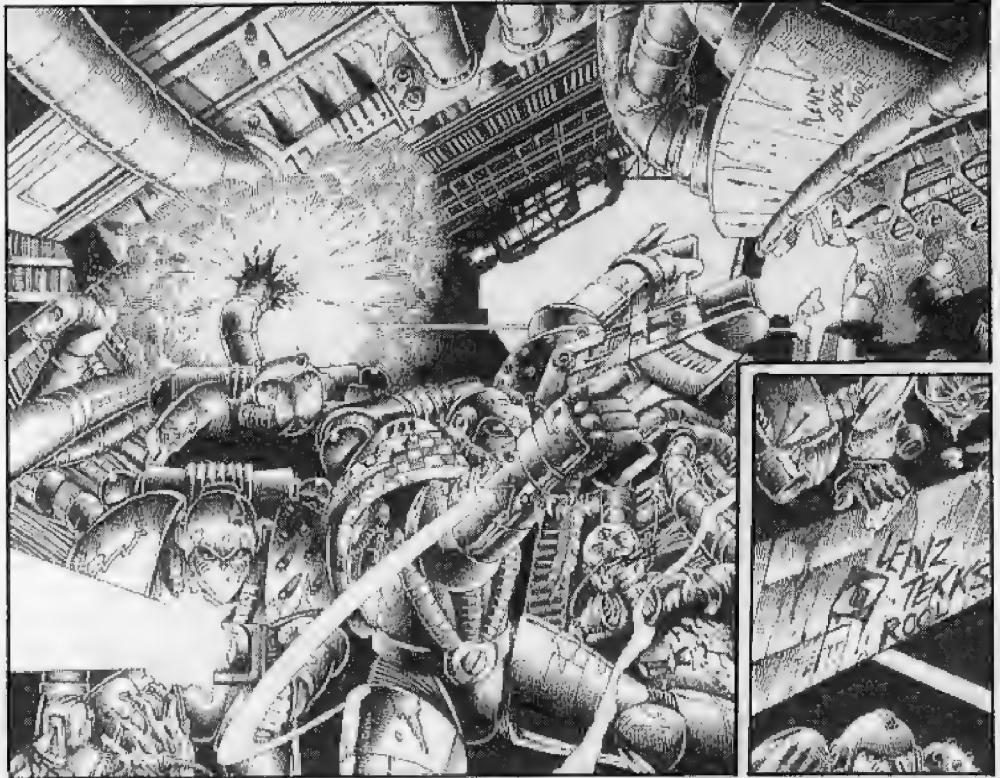
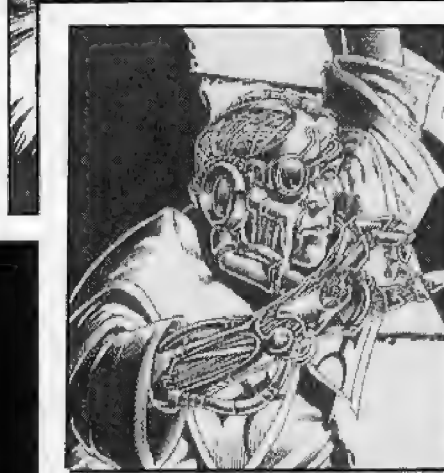
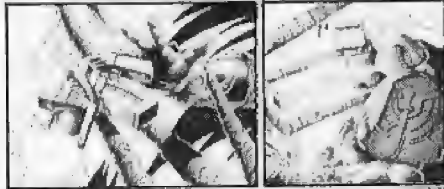
ILLUMINATIONS



KEV WALKER



ILLUMINATIONS



ADVANCED HEROQUEST™

THE QUEST FOR SONNEKLINGE

by Andy Warwick

The first thing you should do if you plan to run the Quest for Sonneklinge is to read the whole thing, so that you can familiarise yourself with the dungeons, work out what the Heroes' responses are likely to be, and plan the monsters' tactics.

Once you're ready to play, read out the following text. This is the basic story behind the Quest. The GMs information section gives you some additional details that the Heroes don't know - yet.

Prince Karad von Carron was a Hero known throughout the Old World. His victory over the Goblinoid Hordes that attacked the town of Carroburg is the stuff of legend. The tale has tripped across the tongues of bards for centuries, and is told in inns and public houses all across the Empire. Even his death at the hands of the Ogre Ratgot Dwarfsmangler in the final, climatic moments of the battle, when the fatally wounded Ogre managed to slash Karad's throat wide open, couldn't taint his memory. His burial in a tomb deep in the Skaag hills was an event of great sorrow for the people of Carroburg.

Since then the hills around the town have been relatively free of Goblinoids. Until recently that is. Within the last few months the town has been attacked on no less than three occasions. Each time the casualties were higher and the damage greater. The town council, presided over by Karad's great, great grandson,

decided it was time to take action: they called for help from local adventurers. You were the only ones to answer their plea.

Erich von Carron reveals that he was visited in his bedchamber by the ghost of Prince Karad. Erich explains that his ancestor's soul is wandering the earth because Sonneklinge, the sword with which Dwarfsmangler was slain, has been taken from Prince Karad's grave.

He goes on to explain that the Orcs who've been attacking the town are the same Orcs who've been involved in minor skirmishes with the town foresters for years. And now the Orcs now have a new leader; the Orc Warlord who once led them, Gragath Rogant, has been replaced by Hogrod Trollslaughterer, a fearsome Ogre Chieftain from the same foul line that spawned Ratgot Dwarfsmangler.

Erich asks you to enter the abandoned Dwarven town of Kazrad-Kain, which is where the Orcs make their lair, and retrieve the sword. He explains that only by replacing it in the Prince's Tomb will his ancestor's soul be laid to rest. Finally, he also warns you that you must not remove anything from the Tomb, as Prince Karad has set a curse upon the treasure.

Then he wishes you luck, and hands you a map that shows the entrance to Kazrad-Kain.



GM'S INFORMATION

The sword has indeed been stolen. On the advice of Hemler Rottingflesh, the Chaos Sorcerer of Nurgle who is ultimately responsible for Hagrod's sudden rise to a position of power, the Ogre sent a band of Orcs to loot Karad's tomb. Hemler assured him that if he possessed the sword he would be able to cast a spell powerful enough to raze the town of Carroburg to the ground.

But Hemler lied; or rather he had too much faith in his own abilities. Now the sword lies useless in the Ogre's stronghold while the Sorcerer works out what to do with it.

Meanwhile, Karad's eternal rest has been disturbed. He walks the streets of Carroburg in the middle of the night, a translucent figure emitting a wailing shriek of anger as he calls for justice and revenge.

It is up to the Heroes to retrieve the sword and lay Karad's soul to rest. Even then, there is one last surprise in store...

Running The Quest

The first thing the Heroes must do is enter the Ogre Chieftain's Stronghold and retrieve Sonneklinge. They should explore the first two levels of the Stronghold, searching for the stairways that lead them down to the Ogre's Halls and the room where the sword is kept. They don't have to do this all in one go; Erich is quite happy for them to stay in the town between expeditions. Even though the Heroes were the only ones to answer the council's plea, there are still a large number of people the Heroes can hire as Henchmen.

The Sorcerer of Nurgle in the Ogre Chieftain's Stronghold is a member of the Jade College. He has the following spells: The Green Eye, The Pool of Many Places, The Cloak of Dainne and The Emerald Waterfall. He has enough material components to cast each spell once.

If the Heroes do not leave the dungeon, when they return the Lairs and Quest Rooms are re-stocked with monsters. Only killed character monsters and treasure (except that which the monsters carry) are not replaced.

Once the Heroes have found the sword they must take it back to Prince Karad's Tomb. The objective on the first level of the Tomb is to find the stairs down to the Prince's Burial Chamber.



Unfortunately, having been dead for so long, the Prince and his retainers cannot tell the difference between their enemies and the Heroes; the mere presence of the Heroes in the Tomb means the Heroes are attacked by the soldiers that died at Karad's side, and that share the tomb with him.

Once the sword is replaced the Heroes probably think the quest is over; this is when you should spring the final surprise on the players. Even with the sword returned, the Heroes are still in the tomb and are therefore considered to be enemies. The Heroes must escape as quickly as possible, before the dead rise again and kill them all.

Traps, Hazards and Magic

The Quest for Sonneklinge includes new traps, hazards and the basic spellbook of the College of Jade Wizards.

The new traps and hazards can either be used on their own, or combined with those in the *Advanced Heroquest* rulebook so that you can use them in your own quests.

The extra spells can be used to create Wizards aligned to the Jade College in exactly the same way the *Advanced Heroquest* rulebook gives details for creating Bright Wizards. The table below lists the cost of the various spells of the Jade College.

JADE WIZARDS' SPELLS COST TABLE

ADDITIONAL SPELLS

The Jade Casket	100 GCs
The Emerald Fountain	125 GCs
Hand of Decay	175 GCs
The Thousand Cuts	200 GCs
Mist of Speed	150 GCs
The Emerald Waterfall	200 GCs

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If so, we'd like to see them. They can be new traps, hazards, spells, or even whole quests.

Your submission should be typed (use double-spacing and 40mm margins), and can be of any length up to about 4,000 words. You should send a photocopy of your submission, along with any maps or diagrams that are required to:

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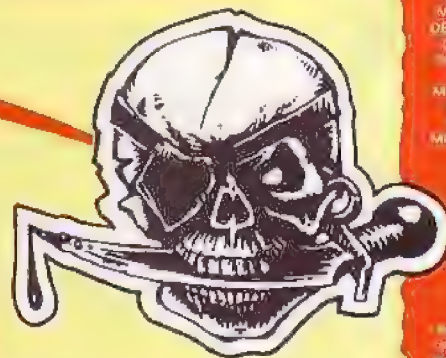
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THE OGRE CHIEFTAIN'S STRONGHOLD

The halls of Kazrad-Kain, once a thriving Dwarven community, are now home to a number of Orc clans held together under the merciless leadership of Hograd Trollslaughterer, an Ogre Chieftain of considerable fame.

Like most Orc living quarters, the halls are in a serious state of disrepair: the doors are ill-fitting and battered and water seeps through the floor. The floors are covered in a thick layer of dirt and waste, and the air is damp and stale. To an Orc this is paradise: to a Hero it is torture. However, it is a torture they must endure if they are to find Sonneklinge.

The Ogre Chieftain's stronghold is on three levels. On the first two levels the normal rules for setting up and dungeon creation apply. The third level is a Quest Location and is shown on the GM map.

CHARACTERS AVAILABLE

The Ogre Chieftain's stronghold contains three characters: Gragath Rogant, an Orc Warchief; Hemler Rottingflesh, a Chaos Sorcerer of Nurgle; and Hograd Trollslaughterer, the Ogre Chieftain himself. The characters available on each level of the dungeon are listed below. When the Heroes enter a new level take the relevant character, plus any from previous levels that are still alive. Gragath Rogant, however, cannot be used on the third level.

Level	Character
Level One	Gragath Rogant, Orc Warchief
Level Two	Hemler Rottingflesh, Chaos Sorcerer of Nurgle
Level Three	Hograd Trollslaughterer, Ogre Chieftain



FIRST & SECOND LEVEL

Stairs Down: If these are rolled up as a passage feature, they are replaced by stairs out.

Quest Rooms: Roll on the *Quest Room Table* to find the contents of each Quest Room. In addition, roll a dice to see if there are any stairs down to the next level in the room; on a score of 1-4 there is a set of stairs down, on a score of 5-12 there isn't.

Hazards: When the Leader determines that a room contains a Hazard, roll a dice; on an even score roll on the *Hazard Table* from the rulebook, on an odd score roll on the Hazard Table included with this Quest, adding +2 to the dice roll.

THE HALLS

Having struggled through the upper levels, the Heroes find that the conditions in the Halls themselves are even worse: the Heroes must wade through a thick carpet of mud, bones, rusted armour and dirt as they search for the sword.

When the Heroes descend from the second level, they enter the area shown on the GM map: the Ogre Chieftain's Halls. The following special rules apply here.

Exploration Turns: You should use the GM map to lay out the new dungeon sections as the Heroes explore. It also tells you what monsters are in each room.

Dungeon Counters: You may not use any trap, wandering monster, ambush or character monster counters in the Halls (however, see *Character Models* below).

Traps: Traps are marked on the map. Each trap is set to go off when the Heroes enter the square or squares marked as the *trap trigger*. The roll to see if a Hero spots the trap is made when he enters the trap's square.

Combat Turns: Monsters in the Halls can open doors; if a door is opened, refer to the map to place any newly-revealed sections and monsters.



Character Models

At the start of the Ogre Chieftain's Halls, take the Ogre Chieftain character monster counter. This may be played at any time when placing monsters.

If the Chaos Sorcerer of Nurgle is still alive when the Heroes reach the Halls, he may also be played when placing monsters.

The Orc Warchief, even if he is still alive, may not be played here.

Location A

If the trap in the corridor isn't spotted and disarmed the Orcs in rooms B and C will be aware that the Heroes are approaching. When they reach point A the Orcs will fling open the doors to rooms B and C, rush into the corridor screaming at the top of their voices, and attack the Heroes. If the trap was disarmed, the Orcs won't come out, and will be automatically surprised when the Heroes attack them.



Locations B & C

These are the Orc guard rooms, and are the first line of defence in the Ogre Chieftain's chain of command.

Location D

Location D contains the first half of Hogrod's bodyguard. Their objective is to delay the Heroes until Hogrod himself can be warned of their presence; they can do so by opening the door to room E, as the noise of combat is sufficiently loud to alert their Chieftain.

Location E

This is the Ogre Chieftain's Throne Room. If he hasn't been alerted that the Heroes are here, read them the following text as they enter. If the Heroes have met Hogrod, only read the first paragraph.

While this room, like the others, is strewn with bones and dirt, some attempt has been made to clear the floor of the worst rubbish; this room is obviously more important than the rest.

When you see the great wooden throne pushed up against the opposite wall you know why: sitting in it there is a large Ogre, dressed in thick chainmail and armed with a huge sword. This is the Throne Room of the Ogre Chieftain himself.

Unless he has already been used elsewhere or has already been killed, Hogrod should be placed on top of the throne floorplan at the start of this battle.

Location F

This is the room that contains Sonneklunge. When the Heroes enter read them the following:

Directly opposite you, lying flush against the wall, there is a low, stone altar. Lying on its surface there is a long-handled sword made of a strange-looking red metal. In its pommel there is a milky-white gem glowing with a pale light that throws strange shadows around the walls.

You have found Sonneklunge.

Location G

Locations G and H are a Chaos Temple dedicated to Nurgle. This is where Hemler is usually found; if he is still alive, he may be played when you place the Orcs in these rooms. The monsters here are never surprised.

As soon as the Heroes open either door you should read the following text:

You are immediately struck by the stench of decay and disease that assails your nostrils. The smell is awful: it is like the stink of a thousand corpses rotting away.

The floor is thick with slime and waste material, bubbling slowly as if it is boiling from within. A pale green mist rolls around the room, easing out of the door into the passageway.

The symbol roughly gouged into the wall opposite reveals you have stumbled across a temple to Nurgle: the Chaos Power of Decay.

Location H

This is the temple itself. Read the following as the Heroes open the door.

The door to this room seems reluctant to open; only when you put all of your weight behind it does it respond. As you ease it back a thin curtain of slime spreads between the door and the frame.

Looking into the room your eyes are immediately drawn to the far wall. A huge stone altar, covered in mucus and moss, juts out of the wall. Lying on the top there is pile of treasure, the glint of the coins barely visible beneath the dirt and excrement.

You should roll three times on the *Treasure Chests Table* to determine the treasure on the altar.

SONNEKLINGE

Sonneklunge is a magic weapon and can only be wielded by Human Heroes with a strength of 6 or more, although anyone can carry it. It adds +2 to the wielder's Weapon Skill, +2 to his Strength, causes criticals on a hit roll of 11-12, and causes a fumble on a hit roll of 1.

It can be used against any monsters or characters, with the exception of the Prince Karad, on whom it has no effect.

LEAVING THE HALLS

Once the Heroes retrieve Sonneklunge and get out of the dungeon they are rewarded with 1 Fate Point. They must now enter Prince Karad's Tomb and return the sword into Prince Karad's possession.



PRINCE KARAD'S TOMB

Prince Karad's Tomb has been sealed for many years. Only recently has anyone dared to disturb the eternal rest of those that lie entombed inside. Until now, only the dead have walked the long-abandoned corridors.

The air within the Tomb is dry and stale, and the doors are rusted with unuse. The whole place exudes an aura of calmness and stillness. The rooms are plain and featureless, and one looks much like any other. The whole place is bland in the extreme.

The Tomb is on two levels. On the first level the normal rules for setting up and dungeon creation apply. The second level is a Quest Location and is shown on the GM map.

CHARACTERS AVAILABLE

Prince Karad's Tomb contains two characters: Dolf, Prince Karad's lieutenant, and Prince Karad himself. However, only Dolf may be encountered anywhere in the tomb; Prince Karad is unable to leave the room that contains his coffin.

Dolf is an Undead Champion, and is represented by the Undead Champion character counter that comes with the game. You should take him as soon as the Heroes enter the first level. He may be played anytime you place other monsters.



FIRST LEVEL

Stairs Down or Stairs Out: If these are rolled up as a passage feature, they are replaced by a dead end. Roll a dice; on a score of 1-6 there is a Wight in the dead end (see the *Hazards* section for details of Wights).

Hazards: When the Leader determines that a room contains a Hazard, roll a dice; on an even score roll on the *Hazard Table* from the rulebook, on an odd score roll on the new *Hazard Table*.

Quest Rooms: Roll on the *Quest Room Table* to find the contents of each Quest Room. In addition, roll a dice to see if there are any stairs down to the second level in the room; on a score of 1-6 there is a set of stairs down, on a score of 7-12 there isn't.

THE BURIAL CHAMBER

When the Heroes descend from the first level they enter the area depicted on the GM map: Prince Karad's Burial Chamber. The following special rules apply here.

Exploration Turns: As soon as the Heroes enter the Burial Chamber, the whole level should be set out at once. The map tells you where the Prince's retainers start.

Dungeon Counters: You may not use any trap, wandering monster, ambush, escape or character monster counters in the Burial Chamber.

Hidden Treasure: The Heroes may search for hidden treasure in any room. Don't roll on the *Hidden Treasure Table* when the Heroes search; instead you should refer to the location description which tells you if the Heroes find anything. If the Heroes take anything, note how much they take and refer to *Leaving the Tomb*.

Combat Turns: During combat turns the Prince's retainers can move between the rooms of the Burial Chamber at will.

Character Models

Unless Dolf, the Prince's lieutenant, has been killed in another part of the Tomb, when the Heroes reach the Burial Chamber he is placed in location A. Refer to the relevant room description for information on how he is used.

Location A

As the Heroes descend the stairs and enter the double width passageway leading to this room, read them the following:

The steps here are thick with dust, muffling your footsteps as you carefully descend into the Prince's Tomb. Along the walls you can see the shields of the Prince's family, and those of the retainers that died by his side in the battle of Carroburg. You are entering the resting place of a great Hero.

The room is a large open hallway with a tall vaulted ceiling. When the Heroes enter the room read the following text out loud:

As soon as you pass beneath the archway and enter the room itself you are struck by the stillness of the air: it is stale and musty and, save for the recent intrusions, hasn't been disturbed for many years. Even the Orcs who stole Sonneklinge must have entered very cautiously, for they have destroyed nothing and have barely disturbed the carpet of dust that covers the floor.

The walls of the room are hung with battered paintings depicting the Prince's life. Even in their present condition, they show that the Prince was a fine figure of a man and an able fighter. His final battle must have been hard-fought, and his glory well-deserved.

As soon as you have finished describing the scene to the Heroes, bring their attention to the Skeletons of the Prince's retainers in the adjoining rooms - the Skeletons are moving!

The retainers, 11 Skeletons and Dolf (if he hasn't already been killed), move from the adjoining rooms and attack the Heroes.

The ten paintings on the walls are worth 75GCs each, for a total value of 750GCs, while the retainers have gold chains worth a total of 500 GCs. However, see *Leaving the Tomb* if the Heroes take any of this treasure.

Location B

This is Price Karad's final resting place. It is crammed with articles of wealth, indicating how important he was when he was alive.

Read the following text to the players when they reach this room:

As you enter the Prince's burial chamber you can only stare in wonder at the treasures that surround you, carefully placed on thick pads of velvet or hung from gold chains that are strung across the walls.

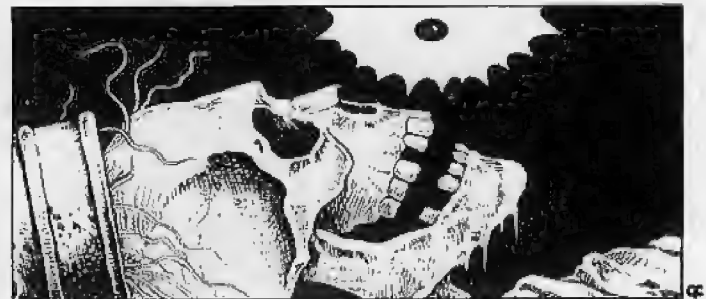
However, the most striking feature of the room is the alcove about four feet above the lid of the Prince's coffin. There is a deep hole in the wall about six feet square and a foot deep, at the top of which there is a gold shield with the crest of Prince Karad picked out in purple gems and filigree work. Below, lined with purple velvet, there are two brackets - one at either end of the alcove. You are certain that this is where the sword came from.

To determine the treasure that this room contains you should make 5 rolls on the *Treasure Chests Table* in the rulebook. As long as the total worth of the goods here does not exceed the amount

rolled, they can be anything you like. You might, for example, replace 100GCs with a painting of the same value.

Of more immediate interest to the Heroes however, is the alcove in the wall above the coffin:

The Hero holding Sonneklinge can replace the sword in the alcove. If he does so the gem at its pommel suddenly flashes with a bright, white light. If there are any of the Prince's retainers still active they immediately stop attacking the Heroes. They stand motionless for a few seconds, and then slowly walk back to their rooms and return to eternal rest. Any Skeletons that have been killed remain where they are - for the moment.



For a few minutes you should let the Heroes think that the Quest is over. Tell them how quiet everything is, and peaceful now the dead have returned to their long sleep. You should aim to shock them when you spring the final surprise.

Just when they are least expecting it, announce that the lid of the Prince's coffin is moving.

As the Heroes look at it, the lid eases forward and drops to the floor with a resounding crash. Slowly - very slowly - Prince Karad himself rises up and climbs out of his coffin.

Unless the Heroes leave the tomb immediately, Prince Karad attack them as intruders. At this point all of the retainers, including those killed, rise again and assist their master. They continue to attack until the Heroes break off and leave. The undead will not pursue fleeing Heroes; the Skeletons' only aim is to get them out of the tomb so that they can rest in peace.

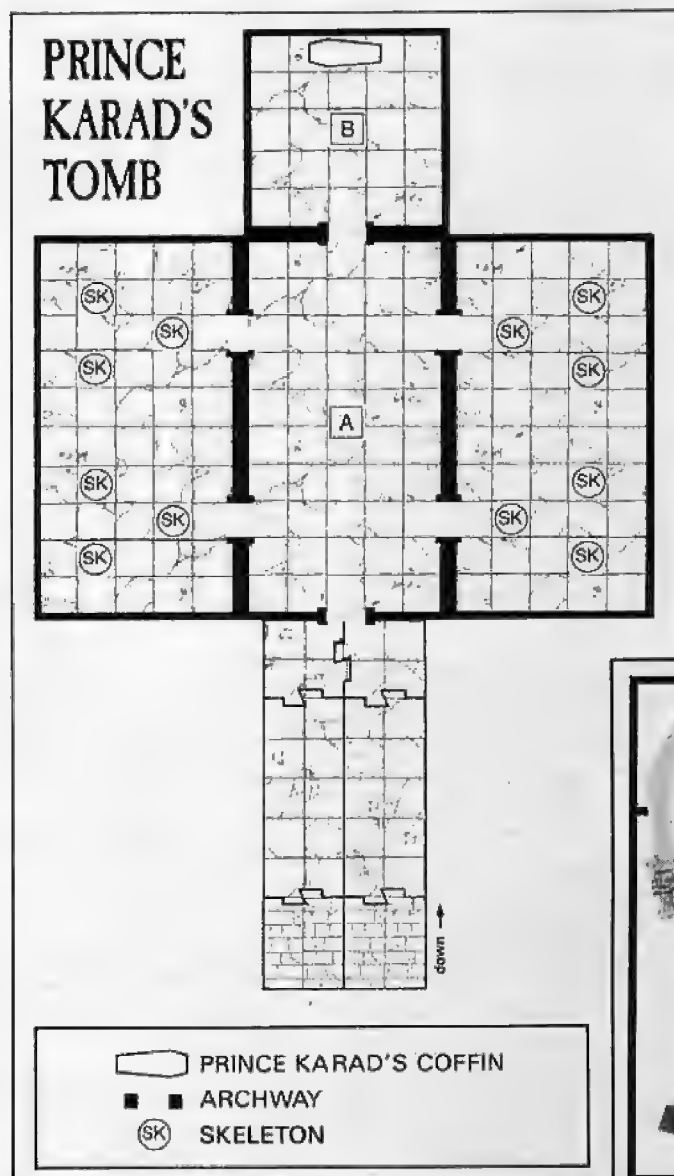
LEAVING THE TOMB

If the Heroes escape with any treasure, be sure to make a careful note of the value of the goods they take, including the value of GCs from monsters they meet on the first level.

For every 1000 GCe of goods they take out you should roll a dice for each Hero: on a score of 1-6 that Hero loses a Fate Point.

For instance, if the Heroes remove 2345GCs worth of goods, you should roll 2 dice for each Hero to see if Prince Karad's curse has any effect.

If the Heroes replace Sonneklinge and leave the tomb without taking any treasure they should be rewarded with 2 Fate Points each.



PRINCE KARAD

WS	BS	S	T	Sp	Br	Int	W	PV
9+	3	6+	9	6	10	7	4	8

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	2	3	4	5	6	7	8	9	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

MAGIC SWORD (+1 WS, +1 S)
FUMBLE 1, CRITICAL 12

MONSTER MATRICES

In the Quest for Sonneklunge, the monsters are either Goblinoids or Undead, depending upon which dungeon you are in. Use the following Monster Matrices to roll wandering monsters for the occupants of Lairs and Quest rooms.

The exploration rules explain when you should roll on the various tables. Each Table lists the room occupants or wandering monsters and the gold crowns that the monsters carry. Heroes can take the treasure from any monsters that they've killed.

WANDERING MONSTERS MATRIX			
THE OGRE CHIEFTAIN'S LAIR		PRINCE KARAD'S TOMB	
D12	Occupants	Occupants	Treasure
1-2	4 Goblins	4 Zombies	15 GCs
3-4	1 Orc & 2 Goblins	3 Zombies & 1 Skeleton	20 GCs
5-6	1 Orc, 2 Goblins & 2 Goblin Archers	4 Zombies & 1 Skeleton	25 GCs
7-8	1 Orc & 1 Orc Champion	5 Zombies & 1 Skeleton	30 GCs
9	2 Orcs & 1 Orc Champion	6 Zombies & 1 Skeleton	35 GCs
10	1 Orc, 1 Orc Champion & 2 Goblins	6 Zombies	40 GCs
11	1 Orc, 2 Goblins, 2 Goblin Archers & 1 Orc Champion	5 Zombies & 1 Skeleton	50 GCs
12	1 Orc, 2 Goblins & 2 Orc Champions	8 Zombies	60 GCs

ORC SENTRY



WS	BS	S	T	Sp	Br	Int	W	PV
6	6	5	7	7	7	5	4	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SHIELD, SWORD
(FUMBLE 1, CRITICAL 12)

WIGHT



WS	BS	S	T	Sp	Br	Int	W	PV
6	1	5	5	5	10	2	3	6

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

FEARSOME MONSTER
INVULNERABLE (FUMBLE 1, CRITICAL 12)

LAIRS MATRIX

THE OGRE CHIEFTAIN'S LAIR		PRINCE KARAD'S TOMB	
D12	Occupants	Occupants	Treasure
1	3 Orcs & 2 Goblins	6 Zombies	35 GCs
2	2 Orcs & 1 Orc Champion	4 Zombies & 1 Skeleton	40 GCs
3	3 Orcs & 1 Orc Champion	7 Zombies	45 GCs
4	4 Orcs & 1 Orc Champion	5 Zombies & 1 Skeleton	50 GCs
5	4 Orcs & 1 Orc Sentry	8 Zombies & 1 Skeleton	55 GCs
6	2 Orcs, 1 Orc Sentry & 1 Orc Champion		60 GCs
7	2 Orc Champions & 1 Orc Sentry	4 Zombies & 2 Skeletons	65 GCs
8	2 Orcs Champions	4 Skeletons	70 GCs
9	8 Orcs	10 Zombies	75 GCs
10	6 Orcs & 1 Orc Champion	8 Zombies & 1 Skeleton	80 GCs
11	4 Orcs & 2 Orc Champions	6 Zombies & 2 Skeletons	90 GCs
12	4 Orcs, 1 Orc Sentry & 1 Orc Champion	6 Zombies & 3 Skeletons	100 GCs

QUEST ROOMS MATRIX

THE OGRE CHIEFTAIN'S LAIR		PRINCE KARAD'S TOMB	
D12	Occupants	Occupants	Treasure
1	10 Orcs	12 Zombies	95 GCs
2	8 Orcs & 1 Orc Champion	10 Zombies & 1 Skeleton	100 GCs
3	6 Orcs & 2 Orc Champions	8 Zombies & 2 Skeletons	110 GCs
4	6 Orcs, 1 Orc Sentry & 2 Orc Champions	14 Zombies	115 GCs
5	4 Orcs, 1 Orc Sentry & 3 Orc Champions	10 Zombies & 2 Skeletons	120 GCs
6	2 Orcs, 1 Orc Sentry & 4 Orc Champions	8 Zombies & 3 Skeletons	120 GCs
7	10 Orcs & 1 Orc Sentry	6 Zombies & 4 Skeletons	125 GCs
8	10 Orcs, 1 Orc Sentry & 1 Orc Champion	2 Zombies & 7 Skeletons	130 GCs
9	12 Orcs & 1 Orc Sentry	4 Zombies & 6 Skeletons	135 GCs
10	1 Orc Warlord, 4 Orcs & 2 Orc Champions	6 Zombies & 5 Skeletons	140 GCs
11	1 Orc Warlord, 2 Orcs, 1 Orc Champion & 1 Orc Sentry	8 Zombies & 4 Skeletons	150 GCs
12	1 Orc Warlord, 4 Orcs, 1 Orc Champion & 1 Orc Sentry	9 Skeletons	160 GCs

SORCERER OF NURGLE



WS	BS	S	T	Sp	Br	Int	W	PV
7	3	5	7	8	9	10	4	11

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES

SWORD (FUMBLE 1, CRITICAL 12)
HAS A SPELLBOOK CONTAINING THE GREEN EYE, THE POOL OF MANY PLACES, THE CLOAK OF DAINNE AND THE EMERALD WATERFALL

WARHAMMER FANTASY ROLE PLAY

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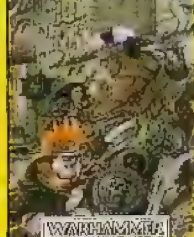
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TRAPS

The following traps may be used in any dungeon you wish. They can be used as either preset traps in a Quest Location, or when the GM plays a trap counter.

If you need to determine a random trap which includes those from both the standard *Traps Table* and the *Traps Table* below, roll a dice; on an even result roll on the *Traps Table* from the rulebook, on an odd result roll on the *Traps Table* below.

TRAPS TABLE				
Room or Passage	Chest	Trap	Spot Chance	Disarm Chance
1-4		Iron Ball	7	11
5-8	1-6	Spinning Blade	8	8
9-12	-	Spiked log	9	6
-	7-12	Flooding Room	7	6

SPIKED LOG

A spiked log swings down into the corridor from a hole in the roof where it was concealed. The GM picks an area 2 squares wide by 5 squares long; any models in this area are possible targets.

Starting from one end of the area, the GM rolls a dice for each model in sequence (ie if you start from the left, roll for the models from left to right). If two models are standing next to each other roll for both at once. Unless the model can roll less than its Speed, the log hits it causing 7 damage dice of injury. If the model manages to duck, the next model in the sequence must successfully roll less than its Speed or is hit. If it ducks, the next model must roll, and so on. Once the end of the area is reached the process is repeated, but starting from the opposite end of the area.

FLOODING ROOM

As the Hero opens the chest he feels a slight resistance, only to notice that he has pulled a cord attached to the lid. Almost immediately the doors to the room slam shut and water begins to pour out of a series of grills just below the roof.

The whole room is watertight, and fills with water in three turns. Heroes inside the room when the door slams have two choices:

Magic: The Wizard can escape from the room by creating a new exit. For instance, a Bright Wizard could use The Bright Key, while a Jade Wizard could use The Pool of Many Places.

Breaking the Door Down: The Heroes can attack the door in an attempt to make a hole and allow the water to flood out. The door is treated as if it had a Toughness of 8 and 4 Wounds. One Hero can attack the door at a time, hitting it once per turn. He can continue to attack the door until he breaks through or the room is full of water (after 3 turns).

Unless the Heroes spend a Fate Point each or choose the first or second options they will die. Upon spending a Fate Point a Hero manages to find a loose section in the roof and can squeeze into an air pocket. He can remain here until the water drains away, five turns later.

Heroes outside the room can also attack the door (see *Breaking the Door Down*), but make attacks against its normal values: Toughness 6 and 3 Wounds.

Five turns after the water reaches the roof of the room, the water drains away and the doors re-open, so that the Heroes are free to leave.



IRON BALL

This trap is set off by a switch set into the floor of the corridor. Once tripped, a hole appears in the roof at the opposite end of the passage and a huge iron ball drops out. It then comes hurtling along the corridor towards the Heroes.

Each Hero in the corridor should roll a dice. If the result is less than his Speed the Hero manages to avoid the sphere as it rumbles towards him. If the result is greater than his Speed the ball has caught him; the difference between the Hero's Speed and the dice roll indicates how many Wounds he has sustained. For instance, the dice roll is 9 and the Hero's Speed is 7, so he takes 2 Wounds.

Once the ball has rolled to the end of the corridor, it falls down another trapdoor set in the wall.

SPINNING BLADE

A spinning blade pops out of a slot in the wall (room or passage trap) or chest (chest trap) and tears into the Hero. Roll 6 damage dice for injury. If the Hero suffers 3 or more Wounds, a limb has been severed: roll on the following table.

D12	Limb
1-3	Left Arm
4-6	Right Arm
7-9	Left Leg
10-12	Right Leg

Heroes who lose an arm suffer an immediate loss of half their Weapon Skill. They may not use any kind of bow, nor any two-handed weapon. Wizards may not cast any spell which requires 2 or more material components.

Heroes who lose a leg halve their Speed (round up), may only move 8 squares in exploration turns, may not use a shield, and may not use two-handed weapons.

These injuries may only be healed between expeditions.



HAZARDS

The following *Hazard Table* introduces four new Hazards to use in your games of *Advanced Heroquest*.

HAZARD TABLE	
D12	Hazard
1-3	Wight
4-6	Rockfall
7-9	Slime
10-12	Cess Pit

WIGHT

As the Heroes enter there is a shimmering in the air and a shrouded, glowing corpse materialises in the farthest corner of the room. The Wight can be represented with the appropriate Citadel Miniature. The Heroes have two choices:

Fight it Out: The Heroes attack the Wight. Each time a Hero is hit by the Wight, whether a Wound is caused or not, the Hero's Strength is reduced by -92-1 (this will alter his damage dice). If a Hero is reduced to 0 Strength he is effectively out of the combat and must rest. Upon draining 10 points of Strength the Wight will disappear. Drained characters recover their Strength during exploration turns: at the end of the gamemaster phase every Hero at less than full Strength recovers 1 point.

Slam the Door: The Heroes slam the door to the room that contains the Wight. It won't follow them as it haunts only that location.

ROCKFALL

As the Heroes enter this room they see a chest lying unguarded against the opposite wall. However, the roof is obviously unsafe as it is propped up with rotting beams and there are huge chunks of masonry scattered around the floor. Roll a dice every time someone moves in this room (including when the Heroes enter and leave). On a result of 1-2 there is a low rumble and the roof caves in, roll on the table below. On a result of 3-12 nothing happens. Roll for the contents of the chest on the *Treasure Chests Table*.



D12	Effect
1	Crushed: The Hero is buried under tons of rubble; unless he spends a Fate Point he dies.
2-6	Battered: The Hero is crushed under the edge of the rockfall and takes 2 Wounds. Roll a dice: the Hero is KO'd for that many turns.
7-8	Stunned: The Hero manages to avoid most of the rockfall, but is hit by a few of the smaller rocks. The Hero takes 1 Wound.
9-12	Lucky Escape: The Hero nimbly dodges the rocks as they come crashing down, suffering nothing more than a few minor bruises.

SLIME

Lying around this room there are shallow puddles of slime and half-dissolved bits of armour. Against the opposite wall there is a chest, its surface corroded by the gunge oozing over it. If the Heroes enter the room, a great lump of slime drops down from the roof, covering anyone beneath and suffocating them.

For each Hero who passes through the doorway roll on the following table:

D12	Effect
1	Choked: The slime smothers the Hero, oozing down his throat and filling his lungs with mucus. Unless the Hero spends a Fate point he dies.
2-7	Burnt: The slime seeps into the Hero's clothes, coming into contact with his skin where it burns away the flesh and causes 1 Wound.
8-11	Irritant: The Hero manages to scrape most of the slime off before it does any harm, but not quickly enough to stop it burning. The Hero's Weapon Skill is reduced by -2 for the next combat, after which it returns to normal.
12	Missed Met: The Hero dodges the slime as it drops: it splashes onto the floor nearby, out of harm's way.

Roll the contents of the chest on the *Treasure Chests Table*.

CESS PIT

There is a pool of dirty liquid in the centre of the room. Above it there is a thin cloud of steam, while the surface is bubbling slowly. But it is the smell that really turns the Heroes' stomach - it is absolutely disgusting! The cess pit can be represented with the pool floorplan.

If one of the Heroes is brave enough to disturb the surface of the pool, roll on the following table:

D12	Effect
1	Gotcha! There is a sudden splash, and a large tentacle leaps out of the pool and pulls the Hero in. Unless he spends a Fate Point the Hero is dragged under to his death.
2-6	Squiggly Beast: As the Hero gets close to the surface of the water a creature about 4 feet long comes hurtling out of the sludge and clamps a huge set of jaws around the Hero's face. The Face-Eater must be killed before it will let go: it has a Toughness of 6 and 8 Wounds. For each turn that the Face-Eater remains alive, the Hero sustains 1 Wound. One other person may help the Hero by attacking the Face-Eater, but if he rolls a fumble then the Hero is hit - roll for damage normally.
7-11	Yeuch! Nothing happens. The Hero simply gets very dirty.
12	Found Something: The Hero pulls a rotting corpse out of the pool. Clenched tightly in the cadaver's hand there is some treasure. Roll on the <i>Treasure Chests Table</i> to see what it is.

JADE WIZARD'S SPELL BOOK

THE GREEN EYE

Component: Small Glass Lens

The Wizard's stare becomes glassy as a green fire seems to ignite within his eyes. The two bright balls of emerald light grow brighter and larger until they merge into one and, with a loud crack and a cascade of sparks, shoot out a beam of green energy which injures any model in its path. The Wizard should choose a direction to fire to the beam. It shoots forward in a straight line in the chosen direction, forming a corridor 1 square wide and 12 squares long. Every model, friendly or enemy, in this corridor of light is automatically hit. Roll 5 damage dice for each model to see what effect a hit has.

THE JADE SHROUD

Component: A Giant Spider's web

The Wizard waves his hands above the wounded body of an injured comrade, causing a fine mesh of green filaments to drift down and cover the Hero's body, healing any injuries he has. Using this spell, the Wizard restores any Wounds lost by one model, including himself. There must be no model in the Wizard's death zone, other than the wounded comrade, when this spell is cast.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

THE JADE CASKET

Component: A Giant Spider's Web and Emerald Dust

The Wizard lays his hands onto the body of a fallen comrade, in an attempt to bring him back to life.

Immediately the Hero levitates and is smothered in a thin cocoon of crystalline material, a deep green in colour. After a few moments the cocoon splits and the Hero inside steps out, fully restored to life. This spell may only be cast on a dead model, and only in the turn after the model was killed. If the Wizard passes an Intelligence test, the character is returned to life at full vigour. If he fails, the Hero appears to be alive, only to crumble into dust mere seconds later as his soul is destroyed and his body falls apart.

THE EMERALD FOUNTAIN

Component: Swamp Dragon Blood

The Wizard raises his hands above his head, placing his palms together for a few moments. His fingers begin to spark and a green mist begins to flow from their tips. Upon easing his hands apart a stream of green energy flows from between them, like water from a fountain, covering his opponents and burning their flesh. It cascades down onto the surrounding area, spitting and crackling with the discharge of vast energies. Every model, friendly or enemy, within four squares of the Wizard take 5 damage dice of injury.

HAND OF DECAY

Components: Spleen of Toad

The Wizard's hands take on a pale green hue, and the flesh seems to rot away leaving just the pale white of his bones showing through the lumps of peeling skin.

If the Wizard hits a target during this combat, it begins to age and wither, the flesh falling from its body in bloody lumps. Roll a dice; the target loses that many Wounds. Do not roll conventional damage dice. The Wizard's hands return to normal at the beginning of the next exploration turn.

THE CLOAK OF DAINNE

Component: Green Dragon Dust

Upon throwing the Green Dragon Dust into the air, a thin, insubstantial cloak of pale green light forms in the air and draws itself around the target. It adds +1 to the model's Toughness, and lasts until the end of the next exploration turn. This spell may be cast against any model in the Wizard's death zone.

THE POOL OF MANY PLACES

Component: A Suspension of Crushed Jade in Water

The Wizard lets a single drop of water fall onto the ground at his feet. As it touches the flagstones it grows in volume until the Wizard is standing next to a pool of deep green water that sparkles with otherworldly energy. The pool can be represented with the pool floorplan. It allows up to 5 models per turn to teleport to another location. Upon jumping into the pool the models disappear, only to reappear elsewhere. The models may be placed on any of the dungeon sections that are currently in play. All of the models must be placed in an area 3 squares by 3 squares centred on the first model placed. The pool lasts until the end of the next exploration turn.

THE THOUSAND CUTS

Component: A Jade Statuette

A swirling maelstrom of tiny green shards forms around the Wizard's hand as he crushes the statuette. They spin around in ever-increasing circles, gradually causing the mass of whirling blades to get bigger, until they suddenly detach themselves and hurtle towards the chosen target. They cluster around him, stabbing and slashing his flesh as they constrict and squeeze tighter and tighter. The Wizard may choose any target in his line of sight (treat this as a ranged attack) and up to 12 squares away. The shards surround the target, inflicting 12 damage dice of injury. If the shards fail to cause a Wound on the chosen target they move on to the next nearest model. This process continues until they have wounded one model; at which point they disappear.

MIST OF SPEED

Component: Crystal Vial of Chlorine

As the Wizard utters this spell a thick green mist spews from his mouth, quickly enveloping the area around him. As he moves so does the fog. Beyond the area covered by the cloud, the air is still and time runs slowly. For one turn, the Wizard and a number of others may move at a rapid rate. Roll a dice and halve the number (rounding up); that many Heroes may be moved at either 18 squares (exploration turn) or may double their Speed (combat turn).

THE EMERALD WATERFALL

Component: Swamp Dragon Blood and Emerald Dust

The Wizard throws his arms into the air, clapping his hands together three times. As he does so, a raging torrent of green fire arcs upwards from between his palms. It drenches the surrounding area, sending out bright green sparks into the air as it spits and crackles with unnatural vigour. Every model, friendly or enemy, within four squares of the Wizard take 7 damage dice of injury. Before casting this spell the Wizard must make an Intelligence test; if it is failed, only 5 damage dice can be rolled.

Empire in Flames

"Graf Boris, Ar-Ulric and myself have talked for many hours. We planned and thought, but in the end we realised that desperate times need desperate measures.

"We want you to find Ghalmaraz, the Hammer of Sigmar Heidenhammer."



AVAILABLE
EARLY
1990

The Emperor is weak, maybe ready to abdicate. The Empire is torn by internal strife, old hatreds are rekindled and new ones invented. Summoned to meet the Graf of Middenheim, the adventurers are entangled in high politics and sudden death. Civil war looms, and a symbol of unity must be found before too much blood is spilled - the legendary Hammer of Sigmar, the founder of the Empire. With ruin against them, the adventurers must travel deep into Black Fire Mountains, following a trail which is 500 years old!

This 144-page adventure is the concluding part of the *Enemy Within* campaign for Warhammer Fantasy Roleplay. Optional starting points are included so that this adventure may be played as a continuation of *Power, Faith and Treason* or *Something Rotten in Kislev*. It is available in 6 pull-out pages or as a book.

THE ENEMY
WITHIN
CAMPAIGN

Yet another month has passed here at the studio, in what seems the blink of an eye. Many thanks to those of you who have taken the trouble to write in with suggestions for stripping paint from models. We'll be trying them out as soon as time permits, and if any do prove safe and effective, we'll pass them on. A special thanks to Steve Kary from Victoria in Australia for his suggestions. G'day to you, too, Steve.



This month we have a John Blanche special, with some of John's most recent work and the man himself taking you through the miniatures and conversions. We've also got a page each of previews and the latest epic scale models. Finally, I've been bullied into bringing in some more models from my own collection.

Eavy Metal time is here again, and this month we take a look at some of the excellent Space Orks designed by Kev Adams and Bob Olley. Keep a look out for new releases of these models in both 28mm and Epic scale sizes, plus information on paint schemes and a depth of written characterisation which will make the construction of Ork squads irresistible.

Certainly, the new models appearing in the studio every day - such as Weirboyz, Painboyz, Mekz and Nobz - demand the ultimate paint jobs. They each have their own intrinsic character, and the only thing that is stopping me from running off and painting scores of Orks is, as usual, a lack of free time.

Recently, I found myself spending a couple of days (and nights) at a convention held by our miniature-painting comrades in Sweden, where the plan was for me to convert and paint Citadel Miniatures. The order of the day was a number of *Warhammer 40,000* models - Marines, Terminators and Titans, in particular. I took advantage of the opportunity to construct some interesting variants on Warhounds and Reavers and experiment with some colour solutions that are equally applicable to Marines and Terminators as well.

Faced with a limited number of Reaver and Warhound kits and a pile of Terminator models, I sat down before them and let happen whatever seemed to visually work. I found this time to be extremely therapeutic after many weeks of intense work at the studio with no time for creative breaks. The results can be seen on the second of this month's pages.

It's quite amazing and surprising what different shapes can be achieved using the same components, such as the carapace shields, the purity seals and the railings. I divided the weapons into pairs, favouring symmetrical arrangements, and set to with snips, file and superglue. I also was intrigued by replacing heads - as well as other body parts - with guns. I cut the metal to fit, glued the pieces together, and filled in the cracks and depressions with modelling putty, not solely for appearance, but also for extra strength.

The bases, I admit, used up rather a lot of superglue. This is probably too expensive for most people, and a little too dangerous. I basically covered the base with wet, gritty soil and then covered that with glue. The reaction of the moisture in the soil with the glue made it dry almost immediately, giving it a craggy appearance which suits these Epic scale models. I then undercoated the models with Chaos Black and placed them under an angled poise lamp for quicker drying.

I mustn't forget to mention at this point that I had spent a ridiculously long time snipping a number of Terminator shoulder pad symbols, filing their backs flat and gluing them to the tops of the Titans. All those gothic skulls and crosses cut an extremely effective image.

I had very particular colour schemes in mind which involved demonstrating how to shade greys and blacks. I definitely wanted a strong martial look, but I didn't want to repeat colour schemes, nor did I have any time for detailed iconography. I therefore chose to make the most of edging details on the models themselves, using contrasting colours and varnishing them with gloss polyurethane, but leaving the majority of the model matt. The usual mixture of blending, wash and drybrushing techniques were employed, but I discovered a number of interesting painting combinations which you might like to try.

The two Warhound variants were painted a basic grey, using a mix of Chaos Black and Skull White, gradually building up the highlights to form a three-dimensional effect. I then painted the remaining metallic parts of the models, using a simple drybrushing technique with Mithril Silver on Chaos Black and Blood Red on Chaos Black. When this was dry, I covered the whole of each model in a dilute Orange Ink wash. This created a very metallic and earthy appearance, particularly on the grey areas, and with the brown drybrushed base, it gave the entire model an unusual, yet effective, look.

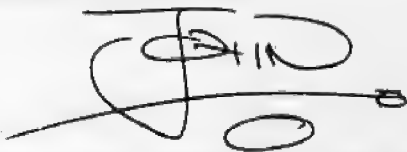
The black areas on the Reavers were simply Chaos Black, drybrushed on, with a little Skull White added to create highlights. When dry, it results in a sort of blackish, or even grey, appearance. However, I required a strong black finish, so I used a dilute Blue Ink wash and discovered that it created a rich, definite black without destroying the highlights.

One problem many painters encounter is achieving a brilliant red. Red is a very emotive colour and has associations with military themes. I wanted to pick out many of the details on the models in the brightest red I could. Often red paint is not bright or opaque enough to not allow the colour underneath to affect the finish. The result you see here is extremely bright and very simple to achieve.

First, you must paint all the areas Skull White. Next, cover the dry, white areas with a mix of Orange Ink and a little

Blood Red. After this is dry to the touch, drybrush Skull White highlights where needed. The Skull White either picks up a little red pigment or dries transparently enough to allow the red to show through. Let this dry properly and then go over the areas again with an Orange Ink wash. The resulting colour is brilliant.

Most metallic areas were then given Orange Ink washes in order to achieve a rusty, weathered look, and the details were finished in the normal way. The models were then finished with coats of varnish. All in all, this exercise was highly enjoyable and productive and even gave me some new paint scheme solutions.

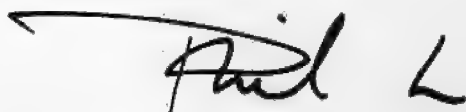


Even though I won't be able to enter the Golden Demon or the Gaming Leagues myself, that's certainly not stopping me from busily painting models for some of my favorite games. The Terminators have been painted as per the Space Marine painting guide. If you missed this in *White Dwarf*, don't despair: you'll find a copy of it in the *Space Marine Paint Set*, along with two of the colours I've used on these models - Terracotta and Blood Angel Orange.

I've added another two Star Players to my own Chaos All-stars Blood Bowl team, as well as converting a thrower and scratch-building another blitzer to strengthen the squad. The thrower - originally Star Player Lewdgrip Whiparm - had his head and tentacle removed and replaced with a head and arm made out of epoxy putty. A plastic Blood Bowl ball from the game was used to finish this conversion.

The team colours have been done quite simply. The green is just Woodland Green, highlighted by adding Skull White, and the red/pink colour has been done with a Skull White/Red Ink base and a Red Ink wash. Highlights were added with the original base colour and Skull White.

The Khornate Champion and Beastmen are part of my force for a Chaos warband campaign starting soon in the studio, with Dale acting as Referee. From rumours flying around about the strengths of the other participant's forces, I'm definitely not too confident about the outcome. Still - blood for the Blood God!



Even more fantastically detailed Epic vehicles will soon be gracing gaming tables countrywide. The lads in the studio have been turning their talented hands to making these examples look spectacular.

The Glaive is the largest of the Imperial Army battle tanks. Here it has been painted in Codex Grey as part of the Blood Angel forces, courtesy of Guy Carpenter, who was a guest in the studio for a day. The Ork battle wagons are part of the Evil Sun clan, with red being their predominant colour.

The Ork Gargant colour scheme was inspired by one of Wayne England's drawings. The whole model was undercoated white and given a wash of a Salamander Green/Yellow Ink mix. The highlights were built up by adding Skull White to the base colour and stippling it on in rough patches. When this was dry, a few glazes of Green and Yellow Ink helped to finish it off.

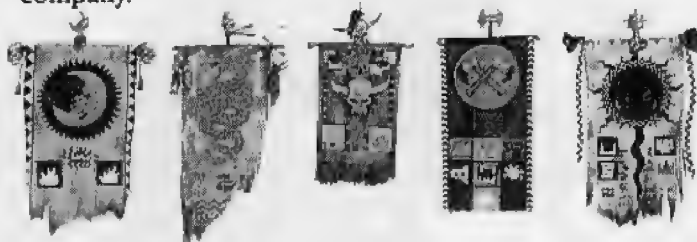
Three more brand-new models are the one-man Titans. The simplified Titan order colour schemes and banners are particularly effective.

These models are by no means all that are coming out. the designers are constantly busy turning out better and better models and vehicles for future releases.

Here's a sneak preview of things to come from the Citadel forges. The biggest release on the way is a huge range of Orks - plastic and metal models to bulk out the bad guys and give the Marines a hard time.

The sleek spacecraft are metal mock-ups of the plastic models included in one of our most exciting future products: *Battlefleet Gothic*, a game of deep space battles.

The Terminators shown engaged with Genestealers in deadly combat are of the Dark Angels' Deathwing, bearing the winged broken sword motif. These miniatures, along with eight plastic Genestealers, are included in *Deathwing*, the latest *Space Hulk* expansion set. The game also contains uniform details and brief painting instructions for the entire company.



Returning to the Orks, the models shown are either metal models with plastic arms and weapons or entirely plastic. The plastics are part of a boxed set soon to be hitting the shelves. The box contains 36 multi-purpose models plus an awesome array of Ork weapons to arm them with and loads of sundry equipment, including bags, pouches, grenades, binoculars and extra body armour.

Most of the new metal models are designed by Kev Adams, but shown here are some of Bob Olley's additions to the range, Madboyz.

Displayed here are Orks from the Blood-axe, Evil Sun, Goff, Snake-bite and Bad Moon clans. Each clan has its own distinctive markings and colours. The models wearing military-style clothing and camouflage patterns are from the Blood-axe clan.

The Orks wearing war paint and predominantly red clothing are members of the Evil Sun clan. Their clan motif is the sunburst/Ogre face, as shown on the back banner carried by one of the models. The banner also displays four glyph-like pictograms that are part of the Ork language. They proclaim: "Me boss, I command ruthless family with much wealth."

The boar rider is a conversion of one of the new Snake-bite Orks. Ivan had to cut away the inside of the legs as well as the sides of the boar so that they fit together properly. The addition of the saddle-cloth helps to hide any roughness. The lance is from the plastic *Skeleton Army* box, with a heavier spearhead pinned on. The reins are made from twisted fuse wire, and the goat's head is cut from a Beastman and molded on. With a beautifully subtle paint job, this conversion fits in perfectly with the wild, feral Snake-bite clan. Good work, Ivan.

Finally - Golden Demon says, "Remember those handing-in dates for your entries for this year's competition!"

HEAVY METAL

The very latest releases of Epic vehicles
plus an exciting sneak preview
of things to come



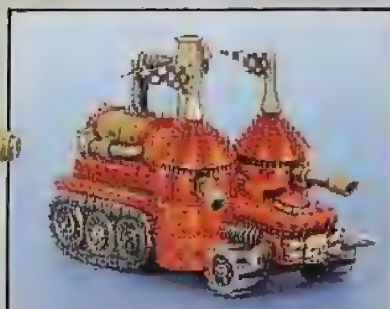
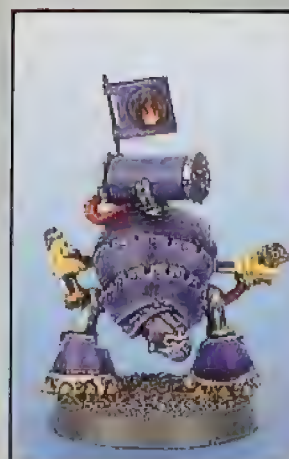
ELDAR PHANTOM TITAN WITH D-CANNON



ORK BATTLEWAGON



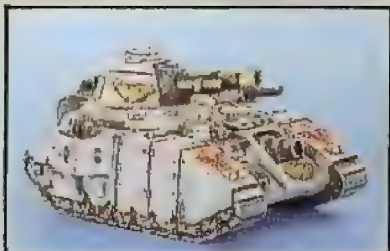
THREE OF JES GOODWIN'S NEW IMPERIAL TITANS



ORK BIG BATTLEWAGON



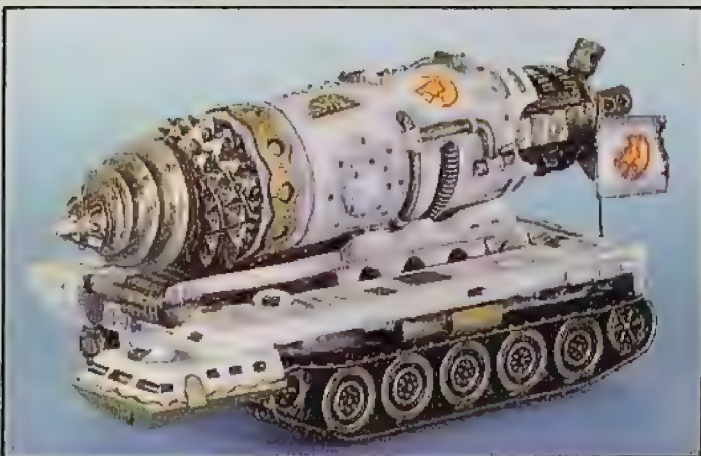
IMPERIAL DROP PODS



IMPERIAL GLAIVE HEAVY BATTLE TANK



ELDAR TEMPEST HEAVY GRAV TANK



IMPERIAL HELLBORE HEAVY MOLE



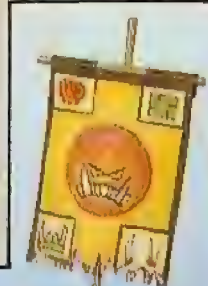
GREAT ORK GARGANT



REVENANT CONFIGURATION ELDAR BATTLESHIP



'GOTHIC' CLASS IMPERIAL BATTLESHIP



ORK BOSS FROM EVIL SUNZ CLAN



PLASTIC ORK PAINTED AS FAMILY THREE MEMBER, EVIL SUNZ CLAN



PLASTIC ORK WITH POWER FIST



ORK MADBOY FROM BLOOD AXES CLAN



ORK MADBOY FROM GOFF CLAN



BAD MOON MADBOY WITH PLASTIC ARMS AND WEAPONS



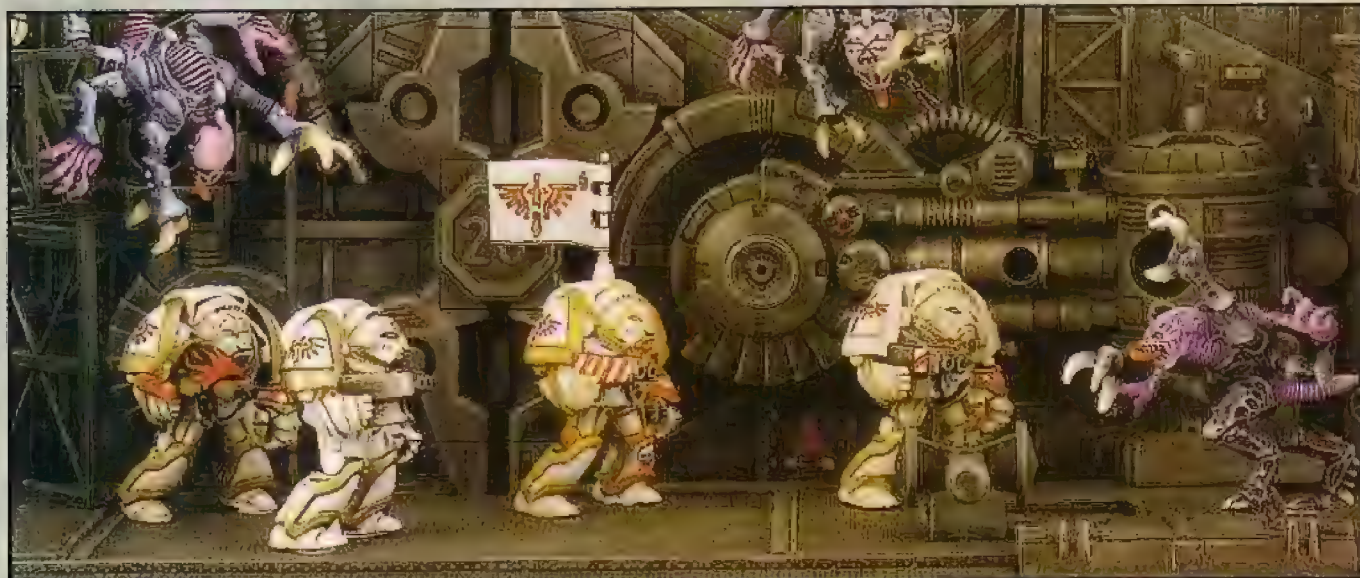
SNAKE BITE BOAR RIDER CONVERSION



MULTI-POSE PLASTIC ORK



BLOOD AXES MEKBOY



A CRITICAL SITUATION FOR A DEATHWING TERMINATOR SQUAD - PURESTRAIN GENESTEALERS CLOSE IN



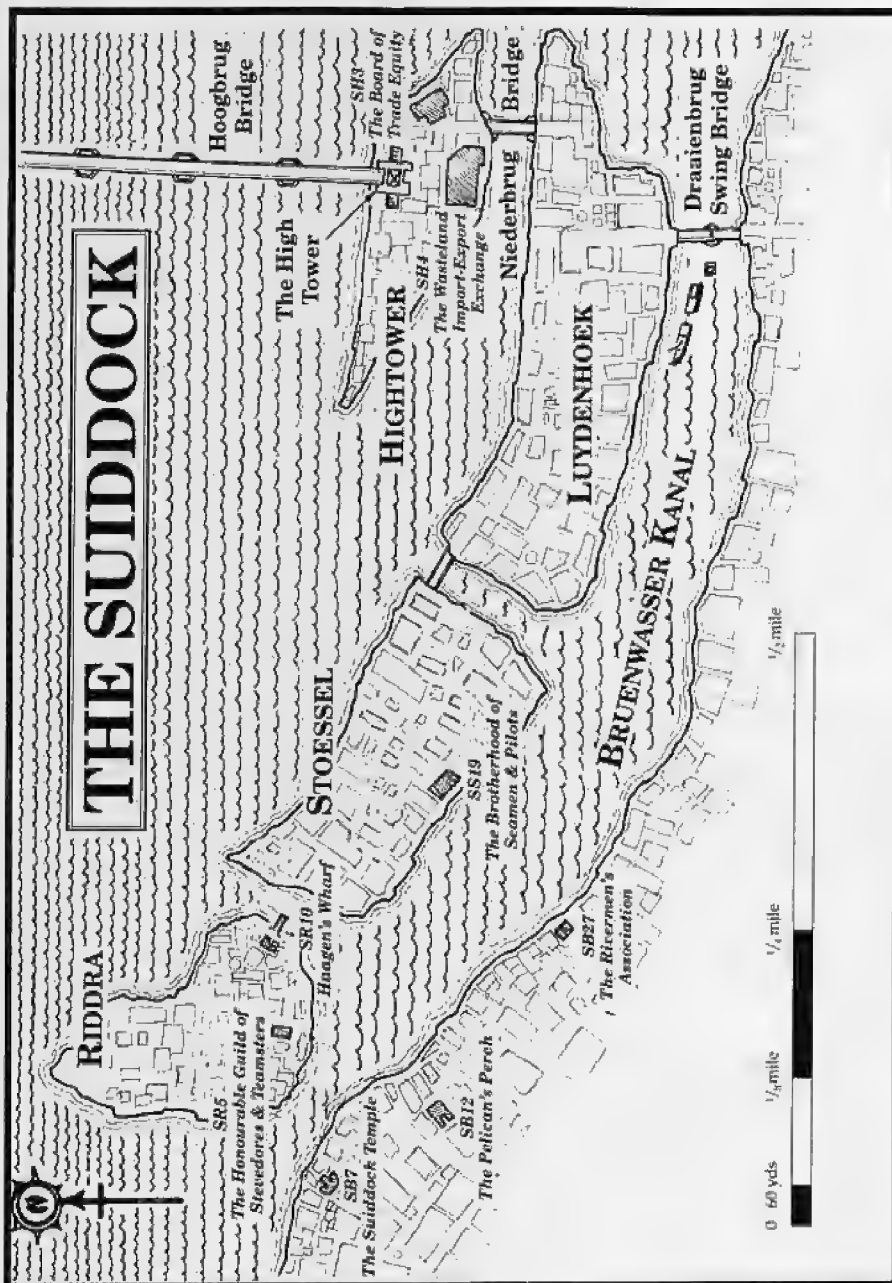
Welcome once more to the fair city of Marienburg!

This month, we move eastward along the Suiddock, to look at the Guild of Seamen and Pilots and the Rivermen's Association – two rival river guilds. We also look at the source of much of Marienburg's wealth – the bustling trading institution of the Wasteland Import-Export Exchange. All these locations – and the others we've covered in previous months – are shown on the Suiddock map.

As you'll have seen over recent months, there's a lot of potential for adventure in the Suiddock. In due course, we'll be detailing other parts of the area, along with the rest of Marienburg. But we won't cover everything – we are going to leave some 'holes' so that you can 'personalise' your version of the city. For example, we won't be publishing material about the Norddock – this is a blank area for GMs to fill up with their own ideas! So, if you want to put a special building or adventure of your own somewhere in Marienburg – feel free! The city is big enough to keep adventurers very busy!

Marienburg is only one part of the WFRP material from Flame Publications that you'll be seeing in *White Dwarf*. In the works is adventure material taken from *Drachensfels* and the other Warhammer novels and stories. Next time round, we'll take a short break from Marienburg and look at *The Emperor Luitpold*, the riverboat from *Drachensfels*.

But for the moment, let's carry on exploring Marienburg...



THE BROTHERHOOD OF SEAMEN & PILOTS SS19

In the centre of the waterfront on Stoessel Isle, this is a small but impressive-looking building with a pillared facade and a painted mermaid figurehead from an old trading ship jutting from the cornice. This guild protects the interests of the seamen and harbour pilots, and represents its members in dealings with the officials of the Lord Harbourmaster. The Brotherhood is on good terms with the local temples, and regularly makes donations. It maintains a small chapel to Manann, where members can make offerings and pray in private.

There is a traditional enmity between the Brotherhood and the smaller Rivermen's Association, which represents most of the port's river-based boatmen and lightermen. Some boatmen are members of the Brotherhood, but not very many. They are not made welcome by the 'true Seamen' of the Brotherhood, no matter what their personal skills and reputations would add to the worth of the whole Brotherhood.

The guildmaster is Albert Loodemans, a respected figure who is well-known around the Suiddock. He can be found in the Brotherhood's offices on most days during daylight hours, and often well after dusk. Other members come and go in the course of everyday business.

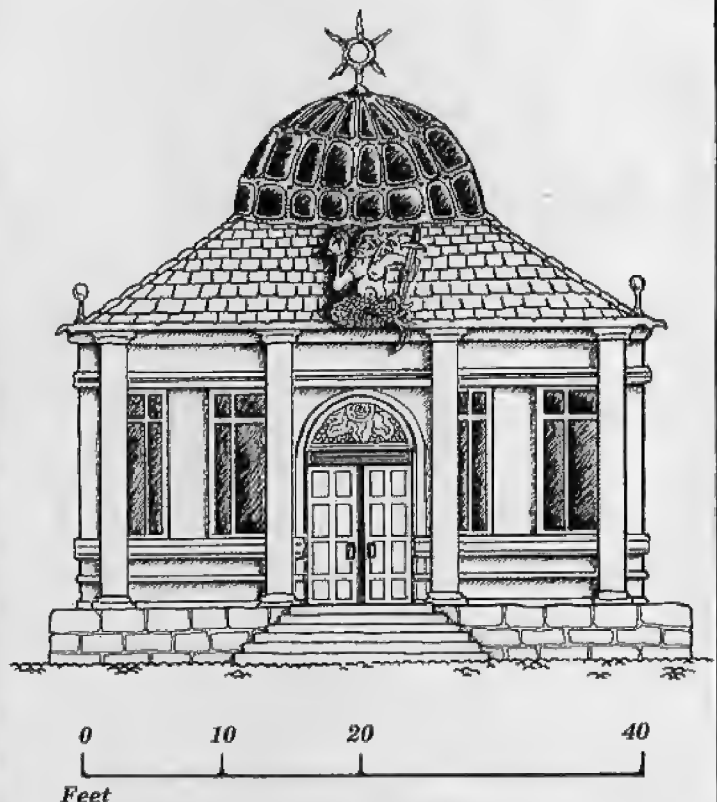
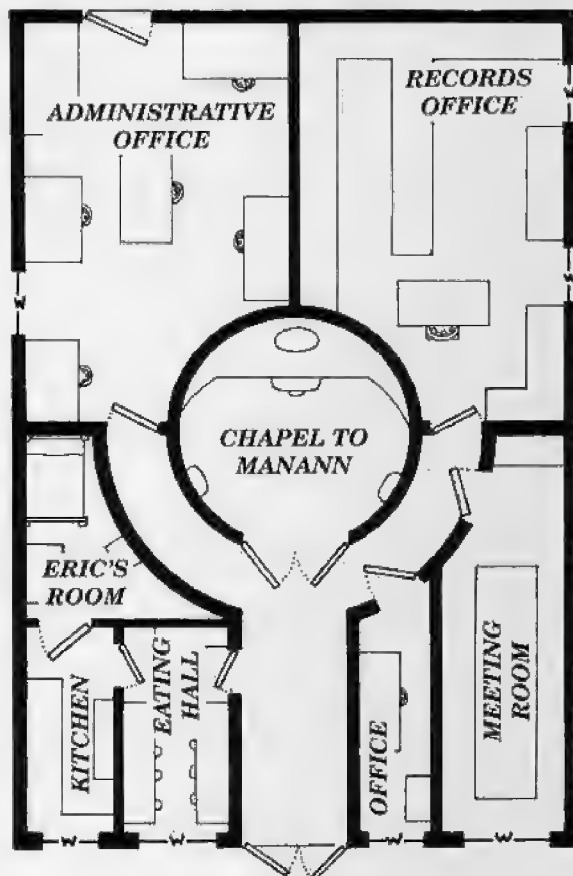
There is a small eating-hall on the ground floor, run for members by Eric Roergang, a retired ship's cook who also acts as the guildhouse's caretaker. This is a non-profit venture – Eric lives on a modest pension from the Brotherhood, and has accommodation in the guildhouse – and meals here cost half the normal price listed in the WFRP rulebook.

Common Knowledge

"It's a very effective guild. It's not a closed shop like the Stevedores and Teamsters, but just about everyone's a member. It's comforting to know the Brotherhood's behind you if you have any problems."

"Albert's got his head screwed on. You can take any problem to him, and within a few minutes he'll come up with a common-sense answer. That's how he does things. The merchants do it with money, the Stevedores do it – well, you know how they do it – and Albert does it with his common sense. Never known it to fail."

"Eric does the best pickled herring in Marienburg – and it's cheap. He runs a very exclusive place, though. If you're not a member, you don't get invited in."



THE BROTHERHOOD

TALISMAN™

THE MAGICAL QUEST GAME

Talisman is the best selling fantasy boardgame in the world. It is played in a mythical world of Dragons and sorcery. As a Warrior, Wizard, Priest, Samurai, or one of dozens of other Characters, each with their own special abilities and powers, you set off on a Quest to find the Crown of Command.

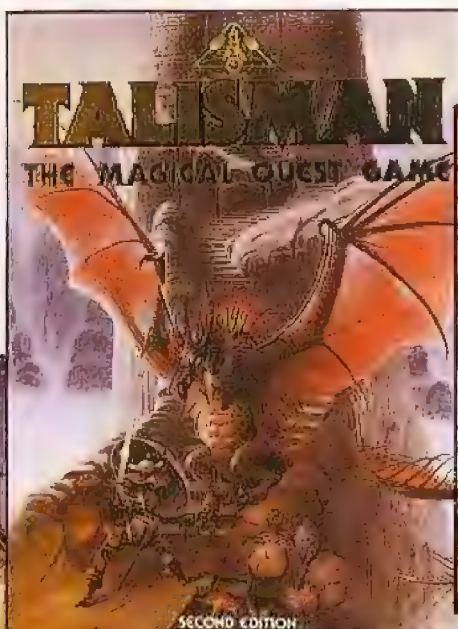
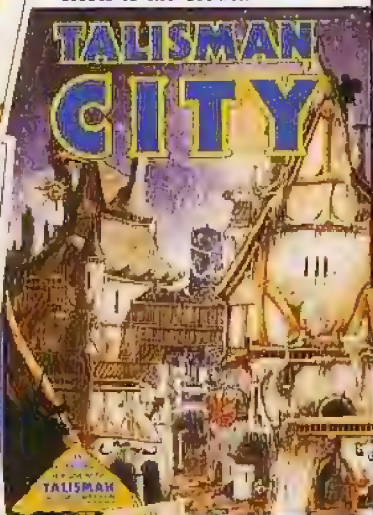
The journey will be filled with danger - monsters, traps and evil beings are waiting to defeat your Character. With skill and luck you will survive to find the greatest treasure of them all: the Crown of Command. Only then will victory be yours.

The original Talisman game is all you need to start your Quest for the Crown of Command. Its contents include: a full-colour board depicting the kingdom that is the setting for your adventures; 14 Characters and over 100 Adventure Cards detailing the monsters, treasures and strangers you will meet on your travels. It is supported with a full range of boxed supplements, many of which include new boards to expand your adventures beyond the kingdom and which link to the main board. They take you right across the land: into the heart of the Talisman City, deep underground into the Talisman Dungeon, or even into the Talisman Timescape where you travel through time and space.

Talisman City takes your characters into the bustling centre of the Talisman world. For those that believe that Gold will ease their Quest, the City provides dozens of opportunities to make your fortune or lose it.

Talisman City contains a new board plus dozens of extra Adventure Cards, Spells and Objects. A Character can also take up a new career, such as King's Champion - as long as he proves worthy - and with the Gold he earns buy a raft to get one step closer to the Crown.

The Talisman Expansion set contains new characters, spells, events, followers and objects, to expand the options available to your Characters in their Quest.

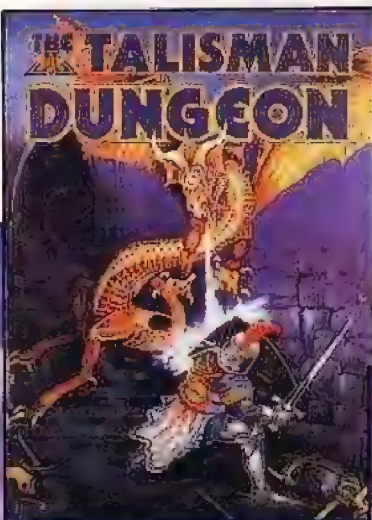


Citadel Miniatures produce thousands of different finely-crafted metal models including a range that represent the characters from the *Talisman* game. These miniatures make excellent playing pieces when painted using Citadel's wide range of paints.



Talisman Adventure introduces 5 alternative endings for the game. Instead of finding the Crown of Command you may find the Demon Lord, Pandora's Box, the Dragon King, the Belt of Hercules, or even the Black Void.

This set also contains over 60 new Adventure Cards, as well as 6 Character Sheets to keep track of your possessions.



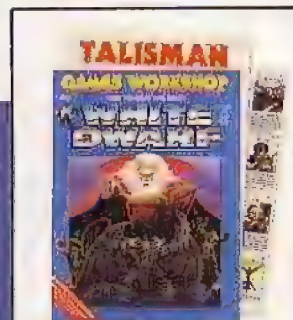
Talisman Dungeon takes your adventures into the realms of the underworld.

The box contains: a new board, 36 Dungeon Adventure Cards with such horrors as the Hell Hound or artifacts like the Crystal of Power, plus 14 new Characters who wish to take part in the Quest.

The *Talisman Timescape* flings the Characters through space and time in search of the Crown of Command.

Sucked at random through unimaginably alien realms, the Characters may face unspeakable foes like the Behemoth or the Sun Worm, or win fantastic prizes such as the Jet-Pack or the Psi-Helmet.

The *Talisman Timescape* contains a new board depicting the maze-like worlds of the Timescape, 40 Timescape Encounter Cards, 12 new Purchase Cards plus 8 new Characters including a Space Marine and an Astropath.



White Dwarf is Games Workshop's monthly magazine, and contains news of the latest Citadel Miniature releases, and previews of forthcoming supplements.

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Albert Loodemans (SS19a), Guildmaster, Pilot, ex-Seaman, ex-Boatman



"Let's just think about this for a few minutes."

"No sense in getting worked up, now is there?"

"What do you do? Give them a test to see who needs a pilot? Who would administer it? Who would enforce it? And, who would compensate the pilots for their lost earnings? You can see, it's a complex problem."

"I can see how galling it must be for some of the Rivermen, but we won't solve it by fighting. I've heard some ugly rumours, and if anyone proves Brothers have been involved in

sabotage, I will deal with them, I can promise you that."

Albert is a short and wiry man with dark brown hair and hazel eyes. His nose was broken years ago, leaving him with a slightly nasal voice. He speaks with the air of a man who carefully weighs every word.

Albert is intensely reasonable, and believes in Common Sense. He is scrupulously honest, a true diplomat and deeply honourable; give him a +20 modifier to Fel tests. He tries to stay on good terms with everyone – even Axel Huurder of the Rivermen's Association is forced to admit that he is a 'good' man. So far, Albert has kept outright war from breaking out between his members and the Rivermen, but the situation is getting worse.

Unknown to all, Albert is a member of the Knights of Purity (C38), an ostensibly charitable, though intensely secretive, society. He likes to think of the Knights as a drinking club for 'like-minded souls'. He regularly attends Chapter meetings in the back room of the Moonbeam Inn (SS16). Although he lets his reasonable nature slip for a while in the 'drinking club', Albert shuts his eyes to the Knights' unpleasant activities.

In his capacity as guildmaster, Albert has regular dealings with many officials of the Lord Harbourmaster at the Koopvaardijvloot Hoom (SH2); many assume that Albert also has dealings with the Lord Harbourmaster in person. He knows Odvaal van Huister (SH3a) the Chairman of the Board of Trade Equity, the various merchant families, and many other exalted people throughout the city. He manages to be on good terms with all these people most of the time. He is known by sight to most of the pilots and merchant seamen in Marienburg, and to many other Suiddockers.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 43 39 4 4 11 40 2 34 32 32 43 37 38

Age: 43

Alignment: Good

Skills: Astronomy; Dodge Blow; Fish; Orientation; Read/Write; River Lore; Row; Sailing; Swim.

Possessions: Ring with guild seal; dagger (I +10, D -2, Parry -20); walking stick.

Eric Roergang (SS19b), Cook and Caretaker, Seaman (retired)



"There ye go, matey, get it down yer while it's 'ot."

"Hello, hello, look who's here! Where ye blowed in from this time? You look like ye could do with a change from salt beef and ship's biscuit."

"It's bad, this thing with the Rivermen, an' no mistake. They always stuck to the law of the river afore now. It was writ to be stuck to, so it was – someone didn't sit an' write it down to fill a rainy arternoon! So it should be stuck to, other-ways who knows where it'll all end?"

Eric is six feet tall, but his age and his years in cramped shipboard conditions have given him a stoop. His hair is pure white, but his bushy eyebrows are still black. In earlier years, he was obviously powerful, and there is still little fat on his body. His eyes are hazel, but what most people notice are the eyebrows and the scar that runs under his right cheekbone, splitting his top lip.

Eric is a contented soul. He had a good life at sea, and he is happy to spend the rest of his days near the ships that mean so much to him. Running the kitchen for the Brotherhood, he is able to keep in touch with seamen and swap stories of faraway places. He also doesn't have to worry about keeping a roof over his head.

Just about every sailor and pilot in the port knows Eric. He seldom leaves the guildhouse, and is a kind of grandfather for the Brotherhood, and woe betide anyone who mistreats him.

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 37 34 4 3 9 41 1 31 29 36 29 36 29

Age: 68

Alignment: Neutral

Skills: Cook; Dodge Blow; Sailing; Speak Additional Language – Norse; Swim.

Possessions: Knife (I +10, D -2, P -20); wooden spoon; apron; bottle of rum.

Typical Brother in the Guild (SS19c etc)

Typical Seamen

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 41 4 3 8 41 2 31 31 31 31 31 31

Typical Pilot

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 31 31 3 3 7 41 1 41 31 31 41 31 41

Skills: Dodge Blow, Orientation, Row, Sailing, Scale Sheer Surface, Street Fighting, Strike Mighty Blow, Swim, 75% chance of Consume Alcohol.

Possessions: Leather jack (0/1 AP, body/arms); dagger (I +10, D -2, P -20); 30% chance of sword.

THE RIVERMEN'S ASSOCIATION SB27

This is a small building, located across the channel from Stoessel. The Rivermen's Association is a bitter rival of the Brotherhood of Seamen and Pilots, having formed as a breakaway group just over a century ago. It was founded by a group of lightermen who felt that the Brotherhood placed too much emphasis on the welfare of saltwater sailors, and did not enough attention to those who actually kept the port working. There is a tradition of antipathy between the two guilds, and disputes between Rivermen and the Brotherhood are common, regularly escalating into brawls.

A major bone of contention between the two guilds is the legally-enforced use of pilots – the rivermen assert that they know the river and the port well enough not to need pilots, and some claim that the Brotherhood has turned piloting into a kind of racket. There have been some groundings and other accidents which the Rivermen claim were staged by crooked pilots in order to discredit them.

The head of the Rivermen's Association is Axel Huurder, a man known throughout the docklands for his fiery temper and his disputes with the pilots. The Association is only a small guild, and Huurder still has to

make a living from his boat; various members try to keep the guildhouse open throughout the day, but it is often locked up and unattended.

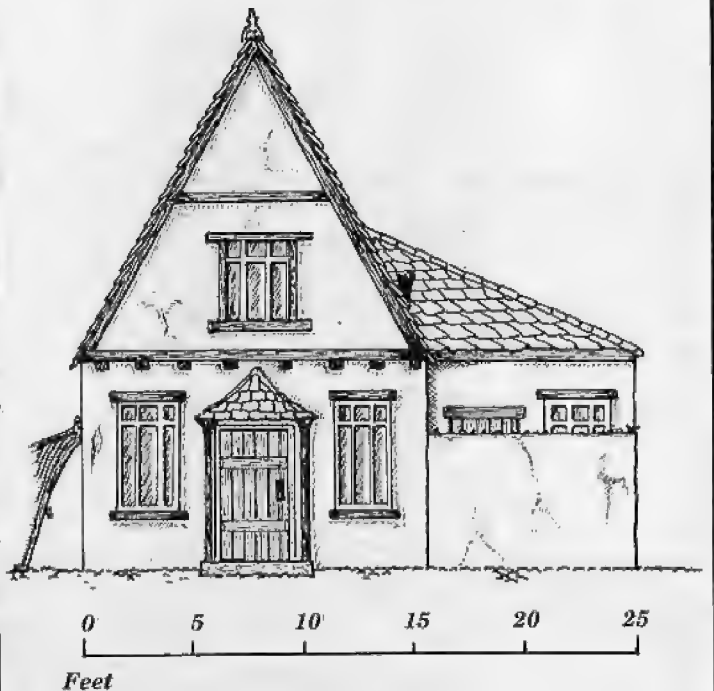
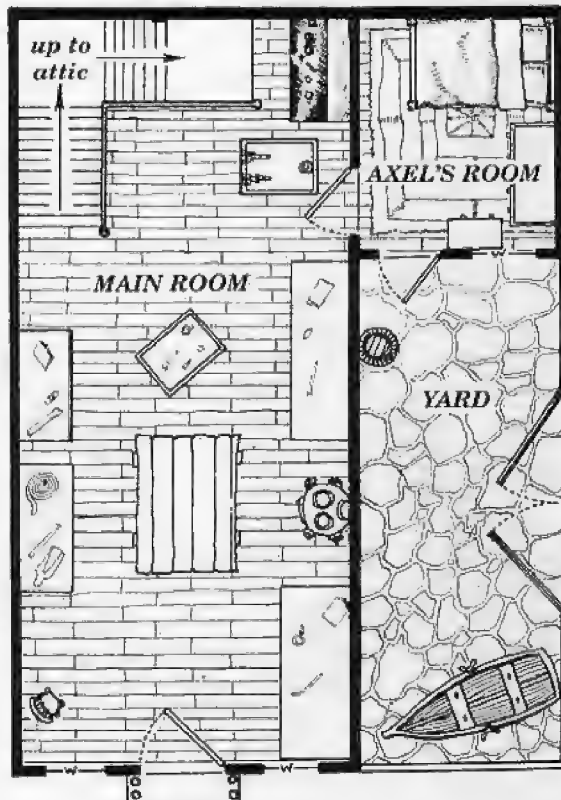
Common Knowledge

"They fight like pilot and riverman" – a common figure of speech in the Marienburg docklands.

"The Rivermen are all right, really. They've just been pushed too far. I mean, having to pay a guilder a foot for a pilot in the docks they grew up in – it's a racket, isn't it?"

"Just a couple of weeks back, a boat went aground. Right on the edge of Stoessel, it was. It's not a treacherous channel, but they still managed to ground the boat. Tied up the whole channel for near on half a day, it did – half a dozen ships from Araby and Lustria and all over, just sitting in the channel unable to dock. That's why you've got to have a pilot on board."

"A few days ago, a boat went aground, just by Stroessel. Caused all sorts of trouble. The crew say their pilot steered them wrong and then vanished. The Brotherhood says they're trying to cover up for their own mistake, but the



THE RIVERMAN'S ASSOCIATION

Marienburg

Rivermen's Association has been complaining of sabotage for a while. I've grown up in these docks, and I know who I believe."

"There's war brewing between the Pilots and the Rivermen. They've never been best friends, but things are going from bad to worse."

"Heard of that boat that grounded by Stroessel not long ago? I saw someone jump off just before she struck. The crew says their pilot steered them aground and vanished. The Rivermen want to take away the Pilots' monopoly. Draw your own conclusions."

"Listen. I grew up in these docks. I learned to swim in the Brunwasser. I've been working a boat in the Suiddock ever since I was tall enough to swing a tiller. Nobody can tell me I don't know the channels."

Axel Huurder (SB27a), Guildmaster, Boatman



"I don't want a guild war. My dispute is with the river laws, not with the pilots. But if they want a fight, we're not going to sit back."

"Old Loodemans has his heart in the right place, but he doesn't know what's going on. Every day – just about – my members are being overcharged, victimised... there've even been deliberate groundings, and if the pilots aren't doing that, I'd like to know who is. Now we didn't start all that – all we want is to get a bit of a law changed."

Axel is a tall, sparely-built man, with a bony, hawk-nosed face dominated by piercing green eyes. His short, straight hair is the colour of copper wire, and some whisper (untruthfully) that he has a trace of Elven blood. Axel speaks and moves rapidly even for a Marienburger, and his naturally loud voice makes it

seem like he is addressing a meeting even when he is not.

Axel's life is dominated by the Rivermen's Association. Even though he still has to make a living from his boat, he devotes every spare moment to the cause of the Rivermen and the injustices which he feels they suffer. He speaks passionately and at great length about the pilots and the things they do to his members, but like his opposite number Albert Loodemans, he wants to avoid outright war if possible – or at least, to ensure that the Brotherhood are seen by all to be the aggressors.

Nearly all the boatmen and lightermen who work the port know Axel, no matter what their guild (the Rivermen don't represent all boatmen by any means). The pilots (SS19c) all know and loathe him, and he has a nodding acquaintance with Albert Loodemans (SS19a) – the two try to conduct negotiations from time to time, but Axel's natural impetuosity always gets the better of him when he is faced with Albert's slow, reasonable common sense. Axel sometimes drinks in the Pelican's Perch (SB12), but more regularly at the Whaler's Return (SB 14), where he has a true friend in Klaus Mannlicher (SB14b), the barman and bouncer. Klaus has pulled Axel out of a potential fight on more than one occasion.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 36 32 4* 3 7 46 1 30 43 34 41 38 31

Age: 34

Alignment: Neutral

Skills: Fish; Haggle; Orientation; Read/Write; River Lore; Row; Very Strong*

Possessions: Leather jack (0/1 AP, body/arms); dagger (I +10, D -2, P -20); sword.

Typical Riverman (SB27b etc)

Boatman

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 41 3 3 9 41 1 31 31 31 41 31 31

Skills: Fish, Orientation, River Lore, Row, 50% chance of Very Strong, 25% chance of Consume Alcohol, 25% chance of Boat Building.

Possessions: Leather jack (0/1 AP, body/arms); dagger (I +10, D -2, P -20); 30% chance of sword.



THE WASTELAND EXPORT-IMPORT EXCHANGE SH4

This four-story stone and timber building is one of the largest structures on Hightower Island, apart from the High Tower itself. Its multiple pillars, huge windows and ornate mouldings show that money has been lavished on it, and the constant coming and going of merchants reinforces the impression that something very important happens here. If trade is the life-blood of Marienburg, then the Exchange is the city's heart; all Marienburg's bulk trade takes place here. Cargoes of all types are bought and sold within its walls.

The 'Change, as Marienburgers call it, started off as the home of the Mercantile Guild. Centuries of ever increasing trade brought changes to what was once a common-room where merchants met to talk and drink. The Guild eventually moved to its new home on Koopman Striet and the 'Change filled the whole building.

The Exchange is run by the twelve-man Commission of Overseers of Trade. Traditionally these are the heads of the twelve wealthiest trading families in Marienburg. However, since everyone claims to be extremely wealthy to impress their rivals and extremely poor to avoid taxes (usually in the same breath), the City Council appoints the Overseers once every year, rather than go to the trouble of working out who are really the wealthiest families. In practice, the result matches tradition: the current Master Overseer is Jaan van de Kuypers (C21a), reputed to be one of wealthiest men in Marienburg, if not the world.

Whoever the Overseers are from year to year, the deals struck in the opulent privacy of their Boardroom affect the economics of the City and the northern Old World. Lesser mortals, such as the Pit brokers, hear only rumours and feel the Overseers' shadowy influence.

The Pit, the 'Change's central trading chamber is, according to some, a madhouse. During trading hours, between ten in the morning and four in the afternoon, the places seethes as the brokers work. Seller's agents shout offers and signal concessions, while the buyer's men scream out counter-offers, acceptances and rejections to five different sellers at once. Having done that, the buyers are just as likely to trade among themselves, exchanging contracts and promissory notes and selling cargoes that none of them will ever actually see. Paper flies everywhere, and the runners who post the latest prices on the hall's giant blackboard often have to rub out prices before they've even finished writing them up! It is said that to truly understand the 'Change you have to work there - and to work there you have to be mad!

All the important merchant families maintain offices in the 'Change. These are staffed by clerks, scribes, lawyers and messengers, who keep riff-raff (like adventurers) from pestering the merchants. They are well-paid, so there is a -20 penalty to bribery attempts.

The 'Change also includes a small temple to Handriek (Handrich in Reikspiel), the God of Trade. Although

small, the shrine is richly appointed and well-frequented by merchants hoping to make a killing in the Pit. Indeed, each day's trading begins and ends with prayers to Handriek, and tradition dictates that every trader in the 'Change should make a daily donation of a Guilder.

Common Knowledge

"The 'Change? That's where all the trading's done. All the large-scale stuff, anyway. Millions - millions - of Guilders a day go through that building - that's where all the serious money is made."

"That's the place that makes the city rich. Well, the merchants, at any rate. They've got all the trade sewn up tight as you like, and that's where it all happens."

"The 'Change? Bunch of overpaid 'ooligans runnin' round shoutin' at each other. They supposed to make thousands of Guilders on 'trade' done in there. One o' 'em explained it to me once - made me 'ead ache, it did. I still don't see 'ow it's done - I reckons it's some kind of dodge m'self."

NPCs in the Exchange (SH4a etc)



The 'Change is peopled by merchants of every type, from the powerful members of the Commission to the frenzied brokers on the floor of the Pit. The PCs are unlikely to meet the merchants themselves, but will certainly have dealings with their functionaries.

Merchant's Clerk

This profile is typical of the hordes of clerks, notaries, junior merchants, scribes and general lackeys who form the bulk of the population of the 'Change. These are the people with whom PCs

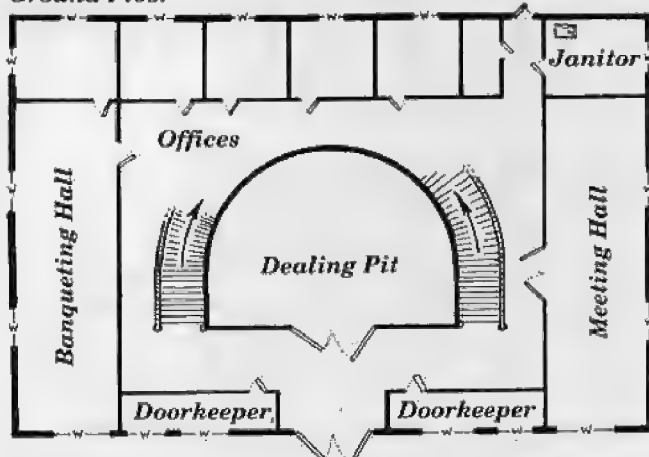
will probably have dealings in the first instance.

Skills: Evaluate; Numismatics; Read/Write; Secret Language - Classical; Secret Language - Guilder; 50% chance of Speak Additional Language - 1 from Arabian, Norse, Nipponese, Cathayan, Tar-Eltharin (Sea Elven); 25% chance of Law; 25% chance of Super Numerate.

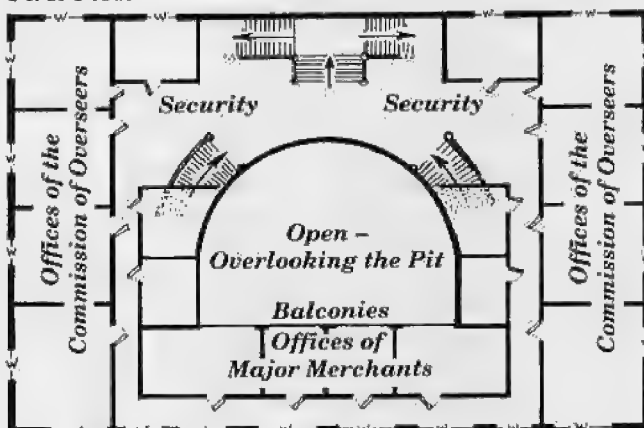
M WS BS S T W I A Dex Ld Int Cl WP Fel
4 31 31 3 3 8 41 1 31 41 41 31 41 41

Possessions: Dagger (I +10, D -2, P -20); writing equipment; good quality clothing; seal and sealing wax (notaries only).

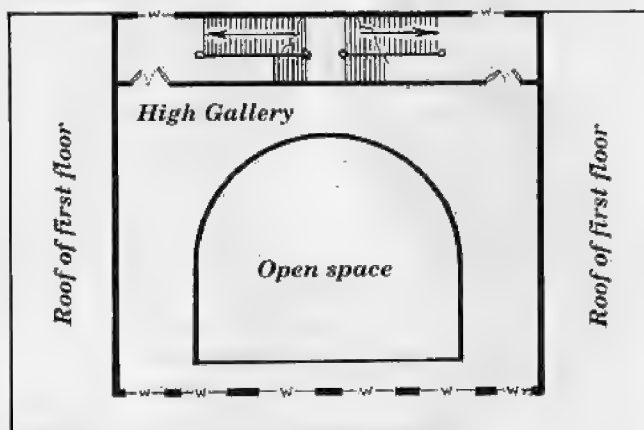
Ground Floor



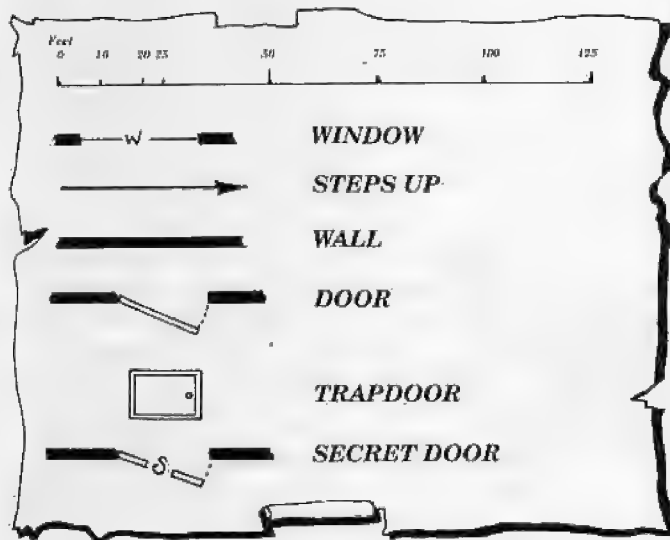
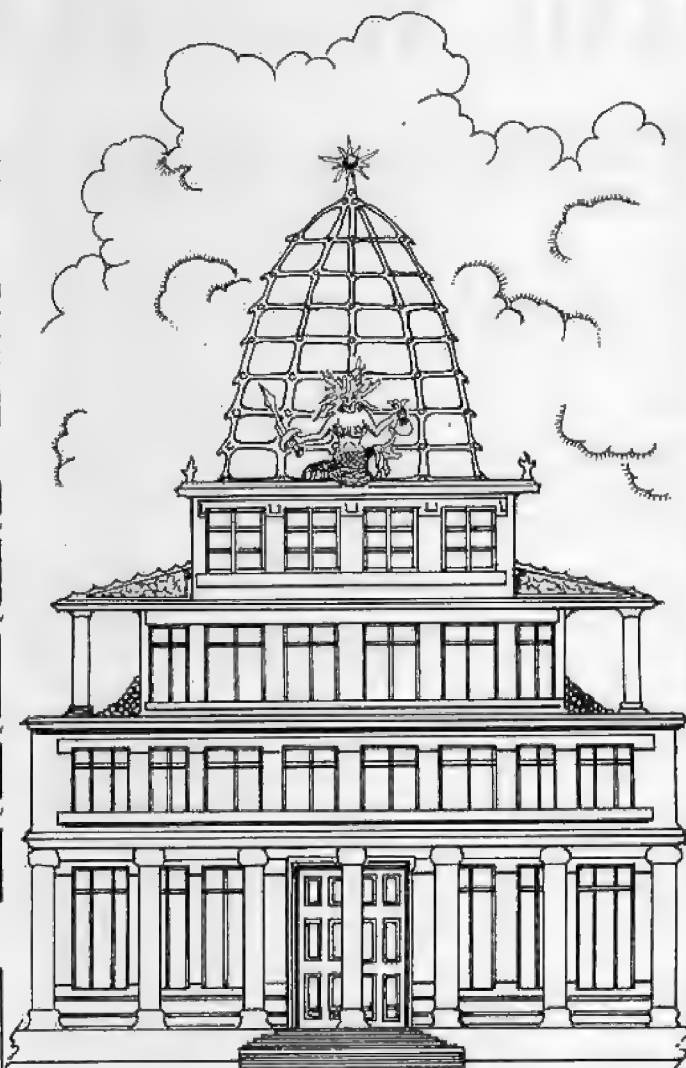
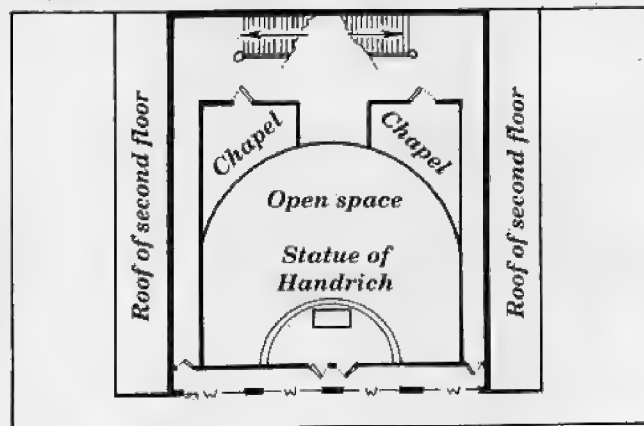
First Floor



Second Floor



Third Floor



THE WASTELAND IMPORT-EXPORT EXCHANGE

Broker

The brokers are the people who do the real business of the 'Change. Some are employed by the great merchant houses of Marienburg, while others belong to small independent firms and hire their talents out to non-Guild traders. Brokers do everything very rapidly and very loudly; they seem to live at twice the pace and twice the volume of other people.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 41 3 4+ 9 51* 1 31 41 41 41 41

Skills: Blather; Evaluate; Haggle; Lightning Reflexes*; Read/Write; Secret Language - Classical; Secret Language - Guilder; Super Numerate; Very Resilient†; 50% chance of Speak Additional Language - 1 from Arabian, Norse, Nipponese, Cathayan, Tar-Elthárin (Sea Elven); 25% chance of Law; 10% chance of Lip Reading.

Possessions: Dagger (I +10, D -2, P -20); writing equipment; good quality clothing; huge sheaf of papers.

Senior Merchant

Merchants frequent the 'Change, but it is often difficult to meet them, protected as they are by cohorts of loyal clerks. The profile is for a typical merchant.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 41 4 4 9 51 1 41 61 71 51 51

Skills: Bribery; Etiquette; Evaluate; Haggle; Magical Sense; Numismatics; Law; Read/Write; Secret Language - Classical; Secret Language - Guilder; Speak Additional Language - D3 languages from Arabian, Norse, Nipponese, Cathayan, Tar-Elthárin (Sea Elven); Super Numerate.

Possessions: Anything that money can buy...

Trading in the Exchange

Cargoes of almost anything can be bought or sold in the 'Change. If you use the *Trading Rules*, the following notes should be borne in mind when trading there.

Formalities

The 'Change is run by - and mainly for - the Merchants' Guild, and specifically the powerful families whose representatives make up the Overseers. All trade in the Pit must be conducted through an accredited broker - you can't just wade in and start shouting prices out! So, for a fee, you can hire a broker. The major merchant houses include brokering among their commercial activities,

and there are a few small independent firms of brokers who are allowed to do business in the Pit. The 'Change provides notaries to witness transactions and attest that all taxes and fees have been paid. These charges are as follows:

Trade tax: The city imposes a 2% tax on all transactions, levied on the seller.

Broker's fee: Non-members of the Merchants' Guild must pay a broker's fee of 1% of the transaction's value.

Notary charge: No transaction is valid without paperwork provided by a notary in the 'Change. This costs 5 Guilders, regardless of the amount of the transaction.

Cult Donation: All traders (including the PCs) are expected to donate 1 Guilder per day to the Cult of Handriek. This sum is traditional, and must be paid whether a trader makes one deal or one thousand in his day in the change!

To see whether a cargo of a specific type is available, make *five* rolls on the appropriate column of the Cargo Table. If any roll indicates the desired cargo, then it is available. To determine cargo's size use a trade sales constant of 25000. Marienburg is a trading centre, so modify the final cargo volume accordingly.

Selling

There is always demand for all kinds of cargo. If PCs sell a cargo through the 'Change, they will always find a buyer. They must, however, accept the price decided in the 'Change - this is a condition of trading there.

Market Prices

It is not possible to haggle in the 'Change; prices are fixed by the market. Each commodity has two prices; a buying price and a selling price. These shift - often wildly - throughout the day, and should be re-calculated for each transaction. To determine the buying price of a cargo (for use when the PCs are selling), roll 3D10 and add 80. To determine the selling price (for use when the PCs are buying), roll 2D10 and add 90. These numbers are percentages of the cargo's base value, calculated according to the *Trading Rules*.

For example, a group of PCs are trying to sell a cargo of timber. The cargo is 20,000 encumbrance points, and it is autumn; this gives a base price of 2,000 Crowns - or 2,000 Guilders, since we're in the Wasteland. Because the PCs are selling, you need to generate a buying price. A 3D10 roll

"Two thousand four hundred!"

"Done! Sold to Mijneer Stotenvark!" Marius shouted his acceptance across the floor of the trading room. His first sale. He'd done it. Sold a cargo. And for a good price too. His father would be pleased.

Now Marius knew why cousin Pieter always had that look of satisfaction on his face when a deal went through. He had it now, watching Marius at work. But it did feel good, particularly when there was real money involved. Stotenvark nodded and smiled at him.

"He thinks he's taken you for a ride. You've just sold him the load in the Norsca Lass?" Pieter asked.

Marius nodded. "He's smiling now, but I've seen

what he bought!" Pieter was suddenly concerned. "Don't worry. The goods are exactly as described: 'storm damaged'. He's just got a little greedy. He thinks it means 'a bit wet'."

"Ah. Well, yes, all those cheeses were wet... So were the maggots that hadn't drowned or been crushed by the timbers when the hull cracked. Storm damaged it certainly was, but I must admit, I didn't fancy any cheese for days after seeing that lot... Look, let this be a lesson to you. This place is called the Pit. And, as you've just seen, you don't need to be a pit fighter to bleed a man dry. Remember that, and we'll all make a lot of money."

Pieter grinned. "And if you forget, Uncle'll have us in a pit where we can bleed for real faster than you can say 'Koopvaardijvloot Hoom!'"

scores 11; $11+80 = 91$, so the market is offering 91% on the base price of timber right now. This means that the PCs will get 1,820 Gu for their cargo.

You'll notice that it is difficult – but not altogether impossible – to make money by buying and selling cargoes on the 'Change. In most cases the dice rolls used to fix the prices make it risky to play the market. The margin between buying and selling prices has to be better than 3% just to cover the various city taxes. Only then will a trader make a profit! Only really competent merchants can make a living by trading in the Pit as things stand. Don't change the dice rolls given here – unless you want your PCs to turn from a life of adventure to one of brokering!

HANDRICH, GOD OF TRADE



Description: Handrich is the patron deity of trade and merchants. Stories about his origins are many and diverse – some sources claim he is a son of Manann, others (few of them merchants) that he is a younger brother of Ranald, the god of thieves. Other still maintain that he was born a mortal, and ascended to divine status through his supernatural skill in business. Marienburgers, not surprisingly, claim that Handrijk was born in their city, and more than one of the great merchant

houses has hired genealogists and theologians to prove their descent from him. He is normally depicted as a plump and obviously prosperous merchant in early middle age – the personification of the success to which all merchants aspire.

Alignment: Neutral.

Symbol: Handrich's most commonly-used symbol is a yellow or gold circle, representing a coin. There are no markings on the coin, since this would be too limiting – all coins belong to Handrich, regardless of their place of minting. Coin blanks – which have been cut to shape but not die-stamped – are popular tokens among his followers. Another popular cult symbol is the image of two hands clasped in a handshake, representing a deal honestly struck. This is also used as a Merchants' Guild symbol in some parts of the Old World.

Area of Worship: Handrich is worshipped under a number of names throughout the Old World. Handrich is his Reikspiel name; in the Wastelander dialect this is changed to Handrijk, in Bretonnia he is known as Affairiche, and in Tilea as Mercopio. His worship is more or less restricted to the larger towns and cities, where trade is a major – indeed, vital – activity.

Temples: Temples to Handrich generally consist of a main hall with square or semi-circular apses containing private chapels and an offertory where offerings may be displayed before removal to the temple's treasury.

Depending on the size of the town or city, a temple may have a single side-chapel, used by the whole of the local Merchants' Guild, or it may have a private chapel for each of the city's major merchant families.

Shrines to Handrich may be found in Merchants' Guild-houses throughout the Old World, and aboard many merchant ships. They most commonly take the form of a model warehouse of clay or wood with doors that open to reveal a statuette of Handrich.

Friends and Enemies: The cult of Handrich is on good terms with most others of the Old World pantheon, except that of Ranald, at whose hands it has suffered too many losses and indignities.

Strangely, though, many of Handrich's devotees also worship Ranald, hoping for good luck in their business dealings. Less charitable observers see the worship of both Handrich and Ranald as making sure that customers are properly fleeced!

Holy Days: In port towns, the first day of the spring sailing season is traditionally a day of sacrifice to Handrich, in hopeful expectation of a good year's trading. Elsewhere, festivals are geared to the rhythm of trade; there is generally a major festival at the beginning and end of the trading season, with lesser holy days at the end of each week. Often market days will begin with a private ceremony at a local temple for the traders taking part in the day's business.

Cult Requirements: Handrich's cult is the exclusive preserve of merchants and traders, and in many cities it is inextricably tied up with the local Merchants' Guild. It is most unusual for anyone to be accepted into the cult who has not followed at least one career as a pedlar, merchant or trader of some kind. Within the cult, it is a merchant's wealth (earned from trade, of course) which determines his standing. Money is always important to Handrich.

Strictures: The cult bans false dealings (although *sharp* dealings are not forbidden), a pledge to deal fairly with other members of the cult, and, as a point of honour, never to let a day go by without it showing some profit. Acts of public charity are permissible, and even expected from the very wealthy. Not driving a hard bargain because of personal charity is definitely frowned upon!

Spell Use: Clerics of Handrich may use any Petty Magic and Battle Magic spells.

Skills: Skills favoured by Handrich are *Charm*, *Evaluate*, and *Haggle*. Each time a follower of Handrich advances a level as a cleric, he may choose one of these skills (which he must already have) and buy a permanent +10 bonus in the relevant tests for 100 experience points.

Trials: Trials set by Handrich can be one of two types. If a character has to prove worthiness, he may have to strike some unlikely deal or make a profit in some unpromising area – selling luxury goods in an impoverished village, for instance, or salted fish in a fishing town. A trial set as a penance might involve a long and dangerous trading expedition, or a tour of duty as a caravan guard.

Blessings: Skills favoured by Handrich are listed above. Favoured tests are *Fel*-tests made in bargaining and *Int* tests to evaluate the worth of goods. A blessing from Handrich might also take the form of a temporary increase in *Fel*. ■ ■

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